

PRO PlayStation Pro
issue 38
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ABOUT 3 EXCLUSIVE INFO • FIGHTING FORCE 2 • X-FILES

ISSUE 38

PlayStation PRO MAGAZINE

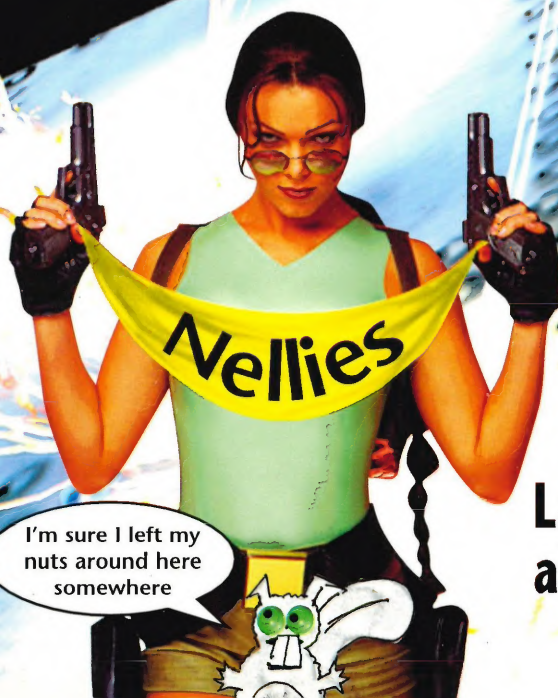


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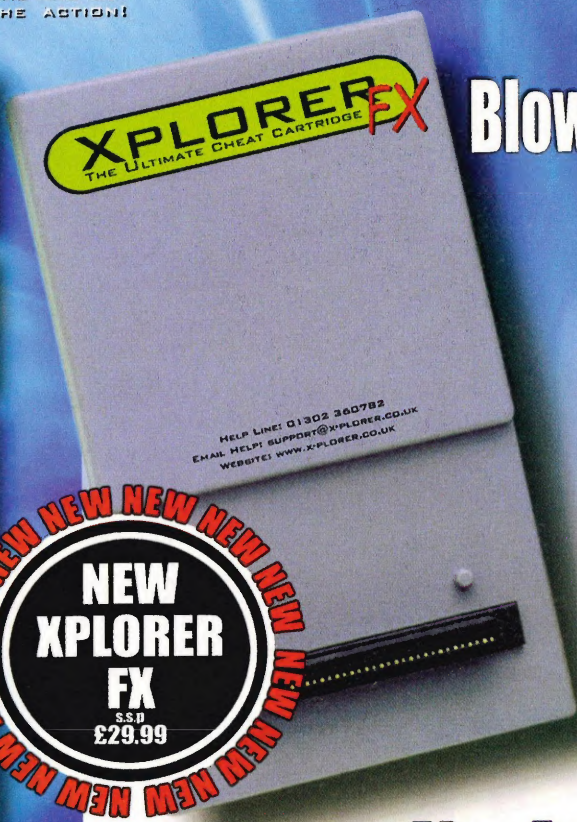
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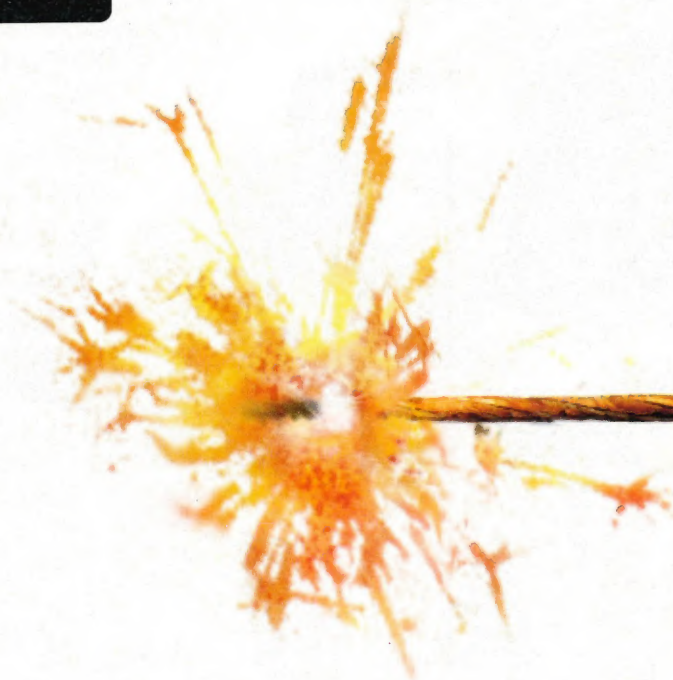
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Get a life, get a PlayStation, get PlayStation Pro

Here comes the summer. The season of traditionally shite game releases is upon us and yet there's no stopping the PlayStation. No wonder the Druids are dancing! Anyway, you've been playing Driver for the past couple of weeks. We know that. Now on the horizon are equally huge titles like Tomorrow Never Dies and our Cover Story – South Park. Summer has never been so cool.

Weird isn't it that at a time when games are constantly striving for better graphics and animation, something as basic looking as South Park can take the honours, but it shows that a good, original idea will always win through. With all the forthcoming power of PlayStation 2 it's odd to think that, at the end of the day, the people want a badly drawn cartoon game!

Thankfully, the PlayStation still has something for everyone and we're here to cover the lot. For you. Everytime! You've made the right choice!

Tomb Raider 4
FIRST EVER
SCREENSHOTS!
p47

ISSUE 38

PlayStation

M A C

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SCRAPPIN' Fighting Force 2

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MONKEYIN' RC Stunt Copter

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INFESTIN' Rat Attack

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features

We send our intrepid reporter off to the basecamp of Wipeout 3, to have a heart-to-heart chat with the blokes that've only gone and made it brilliant!



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SPOOKIN' X-Files



QUIDS IN MATE!
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Dealer **p.109**

upfront
COVER STORY

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...Part Three of the greatest Formula One guide ever!

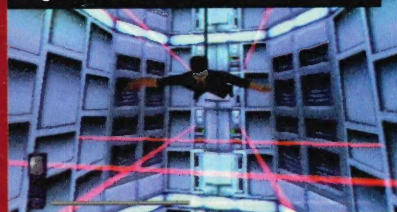
Hunt gets his new cat burgling career underway. This is the easy bit!



Getting down to the nitty gritty now, nothing too serious yet



Now the fun begins. Boy! You want me to get that in there!



Here's where the camera control is so useful; safely cueing up your next move



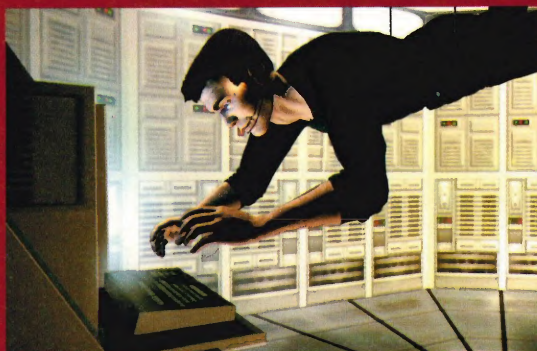
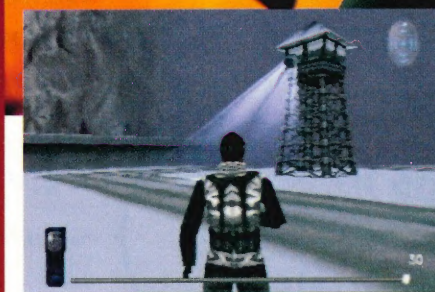
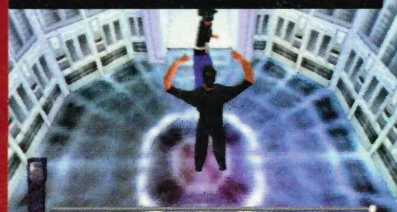
The red lasers'll scorch your ass, the yellow ones set the alarm off



Made it to the bottom, but the operator's already back from the bog!



Huh! You mean I could've just walked in here? Piss!



The pressure cooker

The slow decent down the laser security system of the CIA's most top secret and tightly guarded room is one of Mission: Impossible's most challenging, entertaining and faultless features. You have total control of the disavowed IMF agent as he tries to avoid getting his booty fried crisp and dry, by swinging, rotating and flipping in any direction whilst Ethan dangerously dangles from his high wire trapeze. The camera is also under your instruction here and can be positioned absolutely anywhere you choose, which is essential if you really are going to reach ground level and half-inch the government NOC (Non Official Cover Agents) list

upfront
COVER STORY

Mission:

Impossible

The fuse is lit, the tape is running.
Red light... green light

Releasing a game of a film is always fraught with danger, but when a full two years passes by without so much as a sniff of any IMF agents sweating it out whilst dangling from an air conditioning vent, you'd expect that danger to snowball into certain doom.

Mission: Impossible has taken so long to get out it should already have self destructed, and in truth, most of us in 'the bizz' had this sucker down as a definite contender for a major freefall. But that was before Pro played a visit to X-Ample Architectures, the German design team who's been busy buffing it up at their Frankfurt HQ. It's looking like another fantastic mix of action and

adventure, and it's going to be finished before you know it.

High Time

So a couple of new species have evolved since Cruise's on screen impossible escapade, that doesn't alter the fact that the small collection of Journalists present at the privileged screening played it 'till sundown, which is just about as good a sign as you can get. The reason for the massive delay in converting the game from the N64 version is due to an incompatibility problem that meant the X-Ample team had to start from scratch, building the entire game in code that the PlayStation can understand - but it was worth the time and effort.

Obviously, you play the part of Ethan Hunt, the central hero, but you'll also step into the shoes of various other members of the special IMF team depending on the current mission as the plot unfolds, and your personality switches don't end with just the team, oh no, it's not that simple.

As Hunt you have the ability to exploit his amazing talents for disguising himself as other people, which means that a swift knee to the nads of some important jock will allow you to assume his

Waste this copper, or spare him and use one of your stun devices? Remember, you're trying to get back into the CIA, so choose wisely

appearance and quite easily con any security on the look out for a miniature spy. Sort yourself a rubber face and then you can test the integrity of your latex by chatting to whoever takes your fancy, as Ethan will even copy the voice of his victim too.

Copycat killer!

It's all done in a third person perspective, but you can still get a first person view when targeting weapons, in a sneak tactic MGS and Syphon Filter style, with the levels presenting a similar mix of super spy stealth, and over-the-top action. In total there are 24 levels spread throughout five main missions, and it's all structured in ways that mean you'll have to utilise the strengths of the rest of the team, whether that's swapping roles for a while, or simply interacting to make the overall plan go smoothly.

In the Embassy mission, for example,

As in the movie, Ethan Hunt is a master of disguise and can assume the identity of anyone he comes into contact with, as long as they're too unconscious to object at the time! This is a major tool in your kit bag, as certain levels have more heavies than a Weight Watcher's meet, but be warned – your disguises will only fool everyone if you change in private, should someone spot Ethan slinkin' out of his slacks and climbing into someone else's they'll blow the whistle without thinking twice

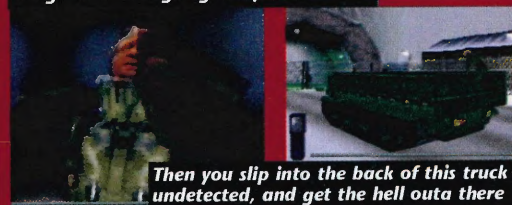
after spiking the Ambassador's aid's drink and then spanking him senseless after his dash to the bogs, the face-changed Ethan will have to strike up conversation with select party guests to pick up a couple of clues

before locating the other operatives that are also attending the party.

Talking to your buddies activates different sections of the same mission. In the CIA escape section you discover that Ethan has been poisoned and must

The face of justice

The first time you change it will be into the guise of an ageing army officer



Then you slip into the back of this truck undetected, and get the hell outa there

This is the beginning of the Gay Biker outfit, Now, where's that leather thong?



In the Russian Embassy, and this commie git hasn't a clue who he's really talking



then do whatever it takes to fight his way out of containment and make it to the nearest hospital before he turns green and chokes on his own Ready Brek – further complicated because the guys trying to stop are your own agents! No guns allowed for this bit – just a knockout dart gun, an electro pulse device and two weary legs.

Mission: accomplished

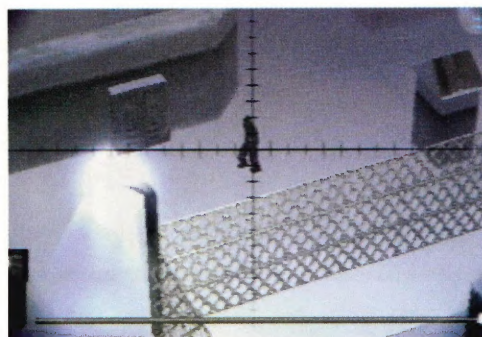
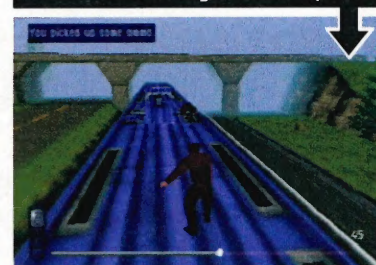
Mission: Impossible is beginning to resemble a major hit in the making, as X-AMPLE have managed to out-do the greater (oh it has) power of the N64 by improving on the graphics, introducing new cinematic intros and digitised

speech and actually increasing the frame rate of certain levels, such as the train station 'sniper' mission so that they're much smoother now.

The PlayStation can handle up to 20 characters on screen at the same time here and it'll still bang the graphics out with more stability than Nintendo's machine. In short, you should be keeping close tabs on Mission: Impossible over the coming weeks - it'll make your life a whole lot more entertaining - should you choose to accept it...

Released **September**

Ethan instantly regretted booking his seat in Virgin's Economy class



Scoping the joint

Sniper rifles feature in a lot of games, but in Mission: Impossible there's a unique twist to the sniper mode. Unlike in Metal Gear Solid and Syphon



Your sniper sets up at the far end of the hall and waits for the action to begin

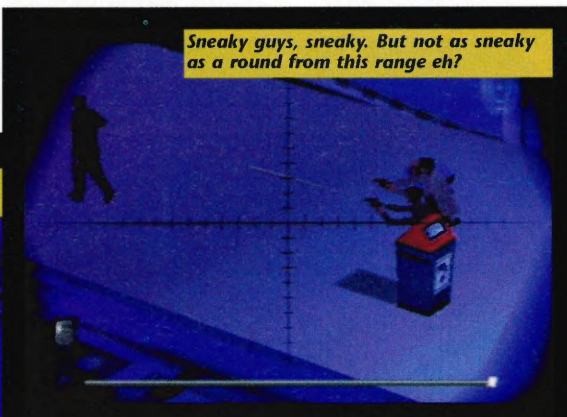
Filter where the main character is mostly a lone hero, in Mission Impossible you are part of a team, and the sniper mode takes advantage of that by giving the duties of the silent scope to other members of your outfit. They'll always take up a good sniping position, and you can switch control from Ethan to the Sniper at any time, which means you'll always be in prime firing positions.

Sniper number 2 is also ready, and already has the target in sight



Here we see the train station mission where you have to provide cover for Ethan as he strolls down the platform by switching between the two sniper pals accompanying him. It's another cool feature, and is a particular tricky mission as you're never too sure

whether the guy you're watching is a terrorist or a commuter. James managed to plug three innocent blokes in the head after mistaking their inside coat delves for cell phones as a grab for a gun, but we all know the dangers of mobile phone use now don't we?



Sneaky guys, sneaky. But not as sneaky as a round from this range eh?

"This may be the best looking Play Station game yet" TELEGRAPH

Release Date: September 1999

Tony Hawk's Skateboarding

"...the kids will stop skating the streets just to play this game." LODOWN

ACTIVISION



Awesome new Tekken game!
page 44

Dragon Valour

PREVIEW

Sons of the sword unite in medieval beast beater Dragon Valour

Savage blue gnomes, sword-wielding busty wenches, green dribbling swamp beasts, white-bearded wizards. It's the stuff of nightmares for those who just want to pop into Forbidden Planet for a book on hardcore American porn, only to find themselves smothered in a queue of cagouled goblins, lining up for a Terry Pratchett book signing.

Well, Dragon Valour may just appeal to all sides of the round table. A colourful

3D adventure that progresses through history, it dispenses with the usual headswim of stats, dice rolls and an avalanche of gimpy characters and presents a much more action-packed arcade approach.

ancient history

An extension of the dusty classic Dragon Buster, Dragon Valour will feature full polygon graphics to create an extensive 3D world filled with medieval action and

'As family members progress through history the dragons they must defeat also evolve'

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QUIDS IN

The price is right

Virgin stores recently caused a storm of an argument in a retail vs publishers battle over the prices of PlayStation games. Virgin claim begrudging customers are refusing to pay more than platinum

prices for their PlayStation games, and so have taken the bold stance of cutting the cost of each and every full price title to the more wallet friendly sum of 30 dabs. The offer was on for a limited time only, but rival chains

desperately attempted to counter Virgin's quality gesture. They pleaded with Sony to put pressure on game publisher's to reduce their margins, which could hopefully lead to a permanent change in PlayStation pricing. Watch this space

DOUBLE TOP



Codemasters have also gone cheap and cheerful by releasing TOCA Touring Car Championship and Micro

Worms Pinball page 15

Release your balls and blow 'em away



X-Files page 20

Mulder gets Scully up shit creek

Rat Attack page 27

Why every pussy needs to keep their trap shut



Demo Racer page 26

Give the panel beaters a ring, it's derby time!



FFVIII is the one we're waiting for, but this looks like it'll be well worth a dabble

plenty of dragon slaying. The storyline will be seriously deep, covering many generations, with the decisions of the main character directly affecting the life of his successor.

As the game begins, the hero must choose a wife, thereby affecting the personality of their child, who will then take over the action for the next stage. As successive family members progress through history, the dragons they must defeat also evolve, becoming more resistant to traditional weaponry. This certainly seems to us like

a great way of making the sword and sorcery genre a little bit more exciting. We'll have more info soon. Released **September**

Machines V3 in a special limited edition dual Platinum pack priced at £30, offering you a chance to own two modern classics whilst saving yourself a crisp tenner. Pro knows a great deal when we sniff one out, and this reeks of bargain odour. So don't miss the opportunity, dig deep and savour the smell of cheap gaming while you can.



Fear Factor page 29

Eidos get tooled up with the triads



Tekken Tag Tournament page 45

Because you wanna be "IT" rather than "SHIT"

Inside eyewitness

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PREVIEW

Music 2000

Domestic DJs prepare for a remix revolution



Building on their already super stellar status as PlayStation Innovators, Codemasters are all set to unleash the melodic power of their new game, Music 2000.

The original Music pulled a significant crowd of potential DJs, together with big names in the music industry, when it revolutionised home studio technology last year. It provided a user friendly Interface capable of transforming just

about any basic musical idea into a full-on dance event. Music 2000 promises to extend the original's capabilities to a point that any amateur musician's pipedream will become reality, and even provide professionals with powerful tools.

The most exciting feature to be included in the Music 2000 universe will be an optional plug-in extension, carrying MIDI In and Out, and inputs for microphones and additional instruments. A Music Jam option will allow up to four users to

jam it out in a freestyle session. Many of the more fiddly features seen in the first offering will be simplified and will utilise the ability to switch between icon or drop-down menu interfaces.

The original Music's high chart position on release, together with this host of new features and endorsements by big musical nobs, will ensure that Music 2000 gets a lot of attention, and you can be sure that PlayStation Pro will be there every step of the way. Released November

BIKE DYKES

Roadrash Bikes, fights and pi at all gay, it's Road

Strap on those thigh length leather boots and kick start your chopper, the latest Road Rash title is throttling towards us and there's something wrong with the brakes!

Using the same race around and beat people up gameplay, Unchained adds some juicy new modes to the classic series. You can play as a cop and get to pull over greasy racers or enjoy the forbidden thrills of a two player, single screen co-

operative sidecar mode where you and a your "friend" have to work together to control your silver dream machine. By joining different

Unlike previous Rash games, Unchained won't be featuring Insane thrash/ska American bands that no one's ever heard of before. Instead

'You can now pull off various bitch slaps and ankles kicks'

gangs you can pull off various bitch slaps and ankle kicks. Successful Rashing will see you climb the ladder of bikerdom; from humble grunt (read "bitch") to Captain (read "daddy").

of this guaranteed route to rock "cool", the developers have teamed up with US music magazine, BAM, to organise a fresh talent rock out. It's a brilliant way for



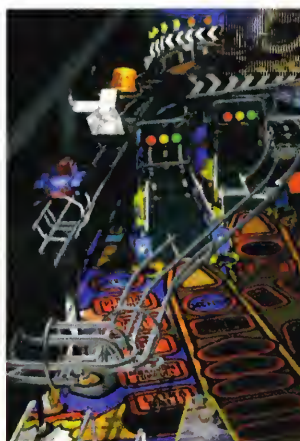
AT LAST

Worms Pinball

That deaf, dumb and blind worm, sure plays a mean pinball

It's not everyday you see worms on a pinball machine. They're not blessed with a set of handy legs see, and they're definitely not adept at climbing to high places. But hey, why would worms want to be on a pinball machine in the first place? Perhaps if they were the worms from the best selling, Worms, videogame, appearing in their own pinball spectacular? No. You've lost me.

It may already be in the top 10 Barmiest PlayStation Ideas Of All Time charts, but Worms Pinball is tilting its way towards a November release. Two packed 3D pinball tables will be included, both featuring realistic pinball action with accurate ball physics. One of these will be a classic style pinball table, the other will be based around the bizarre Worms universe, stuffed with bumpers, loops and numerous sub-games (where players can fight various adversaries in Worm Kung-Fu, Cowboy Worms and Space Worms to name but a few). Keep an eye on these pages for more on this action packed pinball curiosity. Released **November**



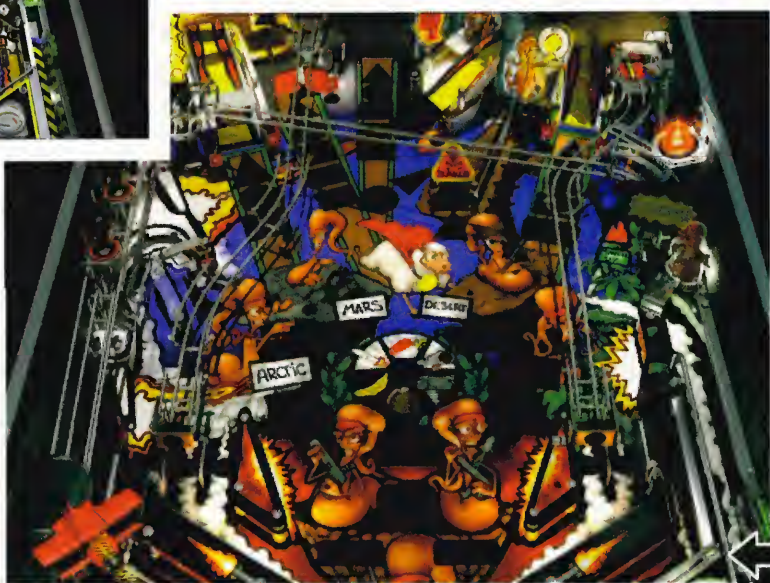
'Stuffed with bumpers, loops, Worm Kung-Fu, Worm Cowboys and even Space Worms!'

erced bald men. It's not Rash Unchained

obscure bands to get their first glance at the sunny world of rock babyion and not a bad way for Electronic Arts to avoid paying well known bands the gross national product of Saudi Arabia either. Not that that was their reason of course. Heaven forbid! Released September



The Addiction table presents classic pinball action, leaving the more bizarre antics for the Worms Universe table



The tables will be chock full of crazy features, including bumpers, power-ups, flashing lights, rails and, er, sheep. Whose idea was that then?

wider world

with Marcus Webb

Metreon appears to be just the latest in a growing list of public sites featuring PSX consoles set on free play. Sony is planning to install PlayStations in UK pubs following the success of its games in student bars across the country. The National Union of Students' Entertainment Department approached Sony with the idea of putting games into student unions in 1997, and there are currently PSX consoles in 145 universities on free play. "Sony was looking for a strategy to get players out of their bedrooms and into a more social environment, and this was ideal," said David Sullivan, Student PlayStation Network manager.

Sony sees pubs as a logical progression, and is talking to breweries. "The success of pods in universities has helped grease the wheels for a pub network," said Sullivan. "This could be a big threat to our sales; the game quality will decide," said Nobuo Nakanishi, president of Sega's arcade division in Europe, which is looking to develop games specifically for the single site market. Some arcade videogame wholesalers are not convinced PlayStations are suitable for pubs: "People don't want to pay for something they can get for free at home and if it were to be put on free play it would adversely affect the performance of arcade-type machines," said one industry expert.

NEW ARCADE GAMES

Capcom is reportedly planning to release a sequel to Power Stone, called Power Stone 2. Like the original title, the sequel will run on Sega's Naomi board, arcade sister to their Dreamcast platform. Power Stone 2 is only the third title announced for Naomi from third-party developers (SNK vs. Capcom was second). Sega claims many more third-party titles are coming for both Dreamcast and Naomi, but reliable sources say certain third-party developers are backing away from Dreamcast. If so, this could portend dark tidings for Sega's hopes to build a large software library for Naomi with help from other manufacturers.

Sega itself meanwhile remains committed to Naomi, asserting that it will remain their arcade workhorse for the next two or even three years. Sega has launched three new arcade titles using this platform: F355 Challenge, a triple-monitor, Ferrari-licensed, sitdown driving simulator; Ambulance, a driving game with "race to the hospital" theme; and a third title focusing on U.S. Major League Baseball.

At the same time, Sega has suddenly come out with a new, more advanced, non-Naomi platform called "Hikaru" (originally known as their Samurai system). The first arcade videogame using Hikaru is Brave Firefighter, a simulator featuring a 50" monitor and two podium-style, stand-up player stations. Player interfaces consist of mock firehoses with adjustable nozzles to control the onscreen water streams as you and a partner race to extinguish blazes and rescue trapped citizens.

Marcus Webb is Editor of Replay, a US trade magazine for the coin-op videogames business

UPDATE

Sled Storm

Skidoo the right thing and get piste up in the exceptional Sled Storm

Taking snowboarding to the next level was always going to be difficult. You'd think crashing down an icy slope in a motorised ski machine would take the edge off all those Indys, Melancholys, Bendys and Wankys that made standing on a mobile breadboard so much fun. Fortunately, Electronic Arts have



CREAM TEE

European PGA Golf

Golf gets a polishing by the Actua boyz in this new club swinger



The most detailed scenery ever seen in a PlayStation golf sim will adorn this fine looking title

A stroke of golf genius sent Actua Golf 3 to a hole-in-one when it was released last Christmas. Now the development team behind that series are extending their putting skills to produce the most realistic and challenging golf game yet. European PGA Golf's graphics look set to be the most groundbreaking yet seen in a

PlayStation golf title, encompassing smoother environments and enough detail to make the player feel like he's part of the pressure-laden final day in a major tournament. Although it is effectively an Actua Golf sequel, these detailed environments, twinned with realistic motion capture and artificial intelligence, look set to push European PGA Golf well above the rank of average golf game.

Amongst the new features in the game, there will be a comprehensive commentary by the BBC's Peter Allis and Alex Hay with a massive database of sharp banter. To keep ahead of the competition, Gremlin have also added six new courses, including the 2005 Ryder Cup venue and Ireland's exclusive K-Club. Watch with interest. Released: September

proved that this is not the case. We've played Sled Storm and you'll just have to believe us when we say 'when it comes to adrenaline packed snow traversal, your skidoo beats any plank of 2x4 with a fat, shitty baseball bat'.

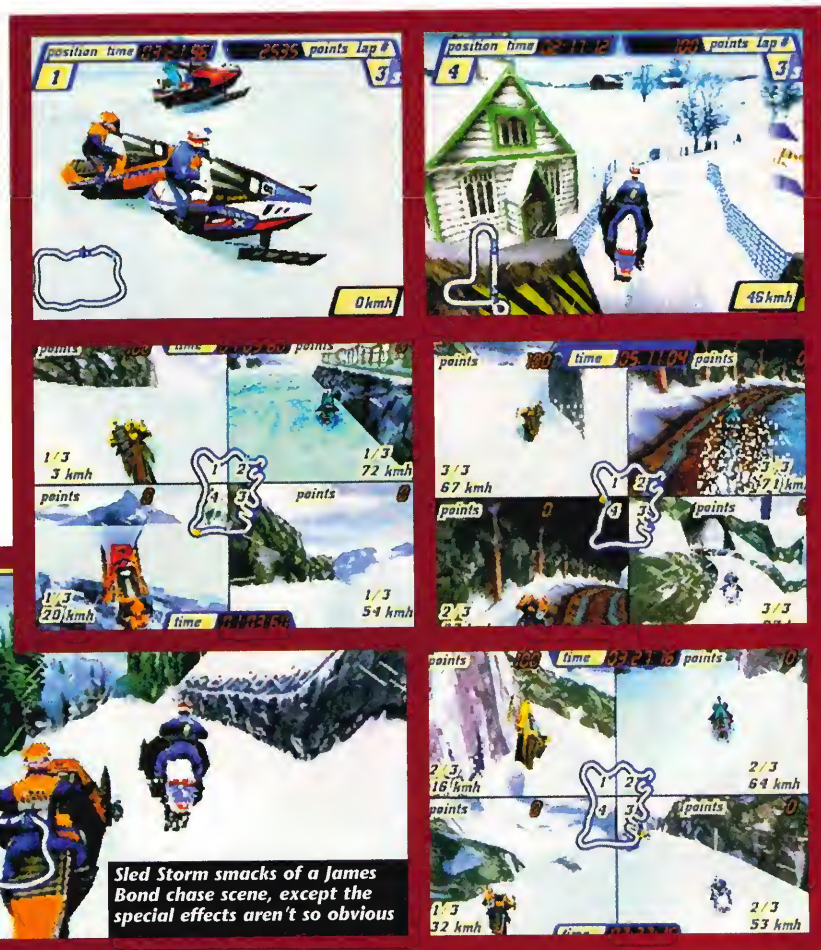
In its finished form, Sled Storm will have both a quick race and a championship mode for one player with an additional time trial mode to allow players to brush up on their skidooring skills. Both quick race and multiplayer options will also be available for up to four players in multiplayer. As the races begin, it won't

just be a case of getting to the finish line before the other contenders. As in the ever popular snowboarding giants, extra points will be awarded for the most stylish tricks players manage to pull off.

Tricks range from simply holding arms out, to jumping in the air off the skidoo, to jumping off and somersaulting, to spinning round the handlebars, all of which arseing about will either result in the harvesting of untold points or the suffering of some serious grazes and a f@*ked-up motor.

Sled Storm's shiny, plump cherry on the skidoo cake will be a blistering four player split screen mode. This is something that we don't see too often, more's the pity. Only the V-Rally games have managed to achieve success with a four player mode, but Sled Storm's looking mighty tasty at this stage. There's very little slow down in framerate in our preview version and hopefully this will be the case in the final version. Until it comes out, you should consider these screenshots and prepare yourself for a pretty big game.

Released: **October**



Sled Storm smacks of a James Bond chase scene, except the special effects aren't so obvious

Key Rink

PUCKER

Big hockey action meets long title shock in FOX Sports NHL Championship 2000

The clued up bods at FOX Sports are well known for their coverage of American sports and their sporting wisdom is set to be harnessed by the most authentic ice hockey game yet on the PlayStation.

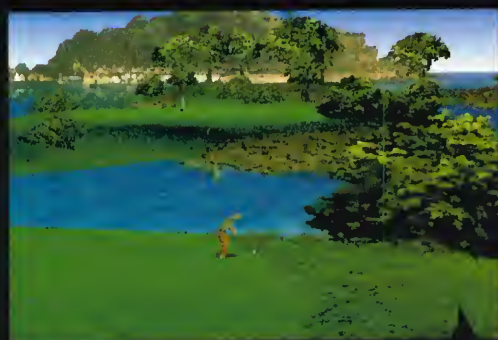
NHL Championship 2000 will be the first NHL and NHLPA licensed game for the millennium.

Fluid artificial intelligence will utilise brand new 3D technologies to hopefully bring the puck pushing action to its most realistic levels yet seen, and what's clear at this stage is that the FOX Sports connection will guarantee a staggering level of accuracy in terms of

player stats and presentation.

FOX Sports announcers Kenny Albert and John Davidson will bring the all-American FOX attitude to play-by-play and pre-game analysis, and teams will be fully editable, right down to being able to create players from scratch. Add to this frenetic melting pot a smattering of authentic player moves and the all important player fighting feature and you've got a possible contender for a belting sports title. We'll have more on this soon.

Released: **October**



PGA Golf promises to join the bundle of groundbreaking sports titles due for the millennium



PREVIEW

Kingsley

He loves sheep but hates custard

Toot-Toot Ta-Tooooo! Fox cubs can usually be found being chased across millionaire's estates by a pack of slaving hounds and old-money psychopaths. But not our Kingsley. He's just too busy saving the Fruit Kingdom from the evil wizard, Bad Custard. And if you think that this little Reynard enjoys his acid too much, you'd be mistaken. He's the only cunning fox and "True Knight" that has enough swash

in his buckle to defeat the milk and egg based nasty do'er.

Armed with dagger, sword and crossbow, Kingsley has that typical job that all foxes are born to endure; running around colourful worlds and solving some puzzles. He likes to chat and slice up anyone he meets in equal measure too. What a fox!

Okay, let's get straight to the point. This is Kingsley and it's a game designed for Kids. Not big kids or the offspring of goats, but little enthusiastic bundles of joy that specialise in defecating in unusual places and asking awkward questions.

Released **September**

trackrecord

Developer: Psygnosis
Track Record: Rascal ★
Publisher: Psygnosis



Brace yourself for the pigs who are anything but ham-fisted

PREVIEW

Hogs of War

Are you thoroughly depressed by the horrors of war? Can't move in the video shop for Spielberg death-struggle movies? Want to experience the excitement of the battlefield without the guilt of real-life human suffering? Then get yourself a pig suit and get your bacon ass down to the front line.

Historical detail and accuracy are abandoned by Hogs Of War in favour of a fantasy skirmish action game based loosely around the time of World War One. Six armies prepare for battle, each representing a different nation from Pig World, each with their own characteristics, strengths and of course, weaknesses.

The war takes place on a vast, highly detailed 3D landscape with around 40 separate maps. Players take turns to guide one of the pig armies, either taking on up to three friends or computer



opponents, or indulging in one of the many single player missions.

The one player mode will feature 40 complex missions, each with differing degrees of difficulty and a variety of objectives. These will range from relatively straightforward reconnaissance missions right through to requests to destroy bridges and a wide range of enemy fortifications.

A variety of Deathmatch levels will be on offer for multiple players, with some specially designed arenas, plus a random level generator capable of producing more than 140,000 billion different levels. Keep your eyes on Pro for more on this game, and remember, careless pork costs lives.

Released October

Gentlemen of the Realm
YOUR COUNTRY
NEEDS YOU!



Enlist Today, join the 88th Berkshire Rifles.

I used to be Two-Tails from Sonic until I met one of you big bastards



PREVIEW

Gauntlet

Leathered up gang bangers get polished up for four-play

The classic arcade sword 'n' sorcery epic, Gauntlet, is about to get unleashed on our favourite console. Praise be to the dark gods for giving us a chance to make good use of our multi-taps and get on in there as part of a blood thirsty quartet.

By playing as a warrior, elf, wizard or Xena like

Valkyre, you and three other friends have to enter monster packed dungeons and kick some arcane butt. Co-operation is the key to saving the world from unfathomable evil, so make sure that each player makes the most of their characters skills and weaknesses.

Expect to find

yourselves arguing over who needed that health potion the most and who should use up their much coveted spell potions for the good of the group as you get swarmed by zombies, ghosts and creatures that would make Boyzone groupies look like a bit of alright.

Released November

perspective



Paul McNally continues ranting about the price of games. Is anyone listening?

I'd never set out to say go and buy your games from a specific shop, but this month Virgin Megastore slashed the prices of all their PlayStation titles to £29.99, even Driver on the day of its release. You may remember a couple of months back I was banging on about the high prices of games compared to their PC equivalents and now Virgin have actually gone and brought them more or less in line.

The comments from people working at the big software houses regarding this move have amazed me. In the trade press Roy Campbell, the UK Sales director of Infogrames said, "Retailers always complain that they make no money and that overheads are tight, yet someone goes and does this. It is totally dumb". Well I tell you what Roy, your kids obviously don't have to spend £40 on their games, whereas others do.

Jeremy Wigmore of Driver publishers GT said, "I really can't understand why Virgin have done this!" Is it not obvious Jeremy? Is it not to give the consumers (us) a better deal? Heaven forbid we don't have to pay extortionate prices for games. That would be disastrous.

I know certain smaller businesses will struggle to match these prices and that will be their main gripe, but Virgin have obviously decided to test people's desire for more accurately priced games and good luck to them as far as I'm concerned.

Having said all that, the month long experiment is now over and we're back to normal prices. Time will tell if it's been a success or not, but if nothing else it shook everybody up and made them think twice about the amount of cash they were handing over for a game.

chicken@idg.co.uk

perspective

X marks the spot

PlayStation pro HQ
Macclesfield, June 24th

A strange package marked 'to the editor' turned up unannounced this a.m. It wasn't an expected delivery and seemed suspicious. Against better judgement it was opened with extreme caution - inside was what seemed like 4 compact disc devices, each one marked 'X-Files' with sequential numbering 1 through 4. Reminded me of that Riven case I worked on a while back. Damn, that was scary!



X-Files? Rang a bell, but why? Where had I heard that before? It needed further investigation so I assigned agent Cannon to the case. Sure, he's a maverick young gun, but the kid seems to get results, and that's what we needed. Gave him the 'objects' in question, and suggested to agent Cannon that he follow the CD lead. Let's hope the rookie knows what he's doing. End.

Case File 1999 X-F 1-4
Agent J. Cannon reporting
Investigation notes:-

September 10th - AM On receipt of the strange 'disc' objects ED McNally issued, I immediately suspected them to be some kind of high tech entertainment storage devices. Took them down to lab for processing and examination. My hunch was right. Seems they're a type of game for use with a Sony PlayStation device, still unsure as to the nature of the machine, but Chief Technician Thomas managed to hack into the code and unlock some of what was on the discs. My findings follow:

September 10th - PM Much of what was on there is in FMV form. It seems whoever made these discs wanted to provide us with a quality mystery of epic proportions. At this time it's still too early to say exactly what is going on here. I'd be lying if I said I knew all of the answers, I don't. But I can see the shape of this twisted plot beginning to form, and if I'm right it's going to be a long time before I get some R&R again. From what I can gather two agents, Fox Mulder and Dana Scully, have been... abducted, at least that's the way it 'seems'. They could be dead.

I'm not sure what the implications are here, but it seems clear that it's up to me to get to the bottom of the disappearance of these agents. It's not going to be easy, sure I've been trained in your basic point and click adventuring techniques, only this is serious stuff. No room for errors - or I'll find myself being fished out of the canal, or my incinerated bones still smouldering in a body bag. I must trust no-one. There's not much to go on, just the receipt from their motel rooms, which some big time agent from Washington named Skinner forwarded on to me. That's where I'll start.

I've got quite a few tools here to help me out with this one. My PDA is a useful note-taking and geographical navigation device, it also gives me access to my e-mail account. I have my ID, which obviously comes in handy when questioning, as well as a torch, night vision lens, a fire arm, lockpick, and my most useful tool - intuition. Indeed, if anyone's going to figure this whole mess out, they're going to have to go with their gut more often than not. Hope I have the stomach for it.

September 13th - AM Made a breakthrough this morning. Found Scully's lap top at the motel and managed to trace their last moves to an abandoned warehouse near the docks. I checked it out, questioned a guy around the back named Wong. He couldn't tell me much, but I got a strong feeling he was lying. I've also noticed a car following myself and A.D. Skinner, looks familiar. Maybe this is an inside job.

September 14th - PM Wong was found dead this morning. This looks bigger than I thought. I'd better review...



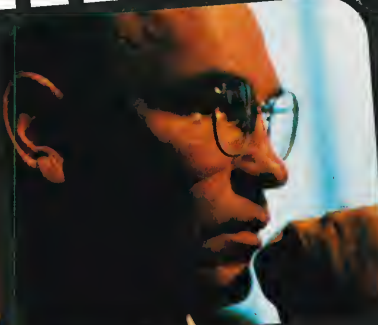
Suspects



Fox Mulder

Height 6'0"
Weight 168lbs
Hair medium brown
Eyes hazel

The paranoid conspiracy theorist and housewife pin-up favourite. If you don't know who 'spooky' Mulder is you're in the wrong place. Mulder takes his partner and millions of loyal fans along on his one man crusade to uncover the truth and is a cult idol, however, his investigations may have gotten him in trouble for the last time, as he's not been heard from for the last few days



Assistant Director Walter Skinner

Height 6'2"
Weight 200lbs
Hair brown
Eyes brown

Skinner is the big fish in the ever flowing but far from pure F.B.I. pool. He may be hiding alternative agendas, he may be telling the truth. Either way, two of his favourite agents are missing, he's specifically asked for your help, and if you want to have any kind of significant future in the Bureau you'll be wanting to put a smile on this man's face



Dana Scully

Height 5'3"
Weight 100lbs
Hair red
Eyes blue/green

The voice of reason in TV's most famous partnership. Scully's sensible explanations and rational thinking provide stark contrast to Mulder's outlandish beliefs, however their mutual trust and respect makes them a formidable pairing. We'd have expected Scully to report in by now, but there's been no word of her whereabouts. Things are starting to look quite serious



Armistead Shanks

Height 5'8"
Weight 160lbs
Hair auburn/grey
Eyes blue

An old F.B.I. hand and the main man in your field office, Shanks is one of the few people you can trust unconditionally. His door's always open should you need any advice on which avenues to go down, and which leads to chase. A valuable friend to any Federal agent in a fix. Make the most of his experience and confident decision making and you won't go too far wrong



Mary Astadourian

Height 5'3"
Weight 105lbs
Hair blonde
Eyes green

As the investigating officer for the local police force, Astadourian gets involved following the death of James Wong and immediately takes a strong interest in Willmore and his search for the two missing agents. Should you welcome the help, or tell this inquisitive lady to back off from Bureau business? It's a tough call, what makes it even harder is she's kind of cute



Craig Willmore

Height 6'1"
Weight 175lbs
Hair hazel
Eyes brown

This is you. Well, it isn't really, just the identity you'll be assuming when playing the X-Files game. A young field operative who's looking to make a big name for himself, and keen to do well under the gaze of Washington big gun Skinner, Willmore possesses all of the attributes necessary to make it to the top of the investigatory ladder, all he needs now is a little guidance



Mark Cook

Height 6'1"
Weight 150lbs
Hair light brown
Eyes blue

An experienced agent and also one of Willmore's best friends. But does that mean you can trust this strangely moody officer? Why's he so interested in your case all of a sudden, is he just trying to be helpful, or is he poking his nose in a little too deep? Can you trust your racquetball partner as much as you think you can? Well, that's a decision you'll have to make yourself, and it's a tough one at that.



John Amis

Height 6'0"
Weight 190lbs
Hair black
Eyes brown

This guy works at the crime lab analysing and evaluating any pieces of evidence you should happen to turn up in this enquiry, which means you'll hopefully be seeing quite a lot of this guy. A valuable source of knowledge who can help you unravel the mystery surrounding this case by providing some of the answers to the various questions posed throughout the game

Suspects cont.



Col Jonathon Rauch

Height 6'0"
Weight 180lbs
Hair brown
Eyes brown

An ex Navy officer with medical qualifications who's current practices are unclear. It's obvious that this man has something of a patchy history, but is that for good or bad reasons? Current whereabouts is unknown, but he's somehow connected with the events that led up to Mulder disappearing, so he may be in the locality. Just can't figure out why the hell an ex Navy officer would get involved in kidnapping government agents. If he is involved at all?

Yvgeny Smolnikoff

Height 6'2"
Weight 315lbs
Hair white/grey
Eyes blue

A soviet smuggler with more than a few dodgy ties to the Cold War. Claims he's now operating a legal and legitimate operation, but can you really trust a communist sympathiser? Maybe Mulder and Scully discovered something he'd like to remain hidden, maybe this is nothing more than a case of illegal importing. Then again, perhaps Smolnikoff really has changed his ways and gone all respectable. Friend or Foe? At the moment that's still unclear

James Wong

Height 5'9"
Weight 185lbs
Hair black
Eyes brown

A local fisherman from the docklands area who's unfortunate but timely demise paints a sinister picture. What could possibly be so special about a poor and struggling fisherman, did he know, or see, something he shouldn't have? Or is his death merely coincidental? It sure seems suspicious, but then every picture being painted here has the brushmarks of foul play. Who do you believe? Who do you trust? Erm... well, no one actually

Locations



Comity Inn - Everett

Mulder and Scully's last known whereabouts. A search revealed that despite booking four days accommodation here the two had spent just one night, in separate rooms. Mulder had indulged himself with a bit of liquor and some takeaway food before their disappearance, and made a couple of phone calls. Scully's lap top was left behind, however it's password protected. Maybe the computer crime lab can bypass the security system?

Smolnikoff's warehouse - Seattle

The base of operations for the suspect Soviet, but just exactly what part does he play in all of this anyway? Perhaps a search through his private stores may reveal more about his role in the disappearance of the two agents and help us discover what his new line of 'work' is really. I'm not yet convinced he's a major player in anything, but he definitely has ulterior motives of his own that he's working on

Coroner's office - Seattle

A good place to drop off any stiff you turn up, they'll only go green and funky if they aren't refrigerated you know. Scully's as comfortable as a pig in shit around cadavers, but she ain't answering her phone, so we'll have to hope the staff here are up to scratch. With Wong dead already, I reckon the Coroner's office could become a bit of a regular haunt for agent Willmore, since he's a bit of a stiff too

PERSONNEL DOSSIER

102.0.1/h

115



Crime lab - Seattle

Every investigator's favourite place, especially when you're dealing with an X-File. Every bizarre item of evidence you find can be processed here, and there'll be quite a bit of it. Some items will provide important clues, others just more wild goose chases, but that's where your FBI training should come into its own. You've seen every episode right? Oh, you haven't... well, not to worry eh?



Field Office - Seattle

This is the work place of agents Willmore and Cook and their boss Shanks. If you find a new name, phone number or similar lead, get back here and make use of your FBI network computer to run them through criminal, civilian and law enforcement archives, or visit Shanks' office and let the big man review your field notes if you find yourself flowing downstream without a paddle. Shanks is the man when it comes to making best use of new findings, so approach him for clues



Dockside Warehouse - Seattle

This seemingly abandoned ramshackle building could hold many secrets, but what are they related to? Was that blood on the floor once pumping through our missing agents' veins? Why are there fresh tyre tracks at the delivery doors, and what's with that black powdery stuff in the cartons inside? This could be a literal haven of clues, looks like being a major location in this investigation



Tarakan wreck - Seattle

The docking site where the burnt out Tarakan was moored following the investigation into its sudden 'ball of flames' occurrence that wiped out all of the crew. It would seem that the ship was being used to smuggle something, and we need to know what that something was, and why the crew's silhouettes have been literally burned into the hull. Strange things are most definitely afoot



Sand Point Hanger Four

This remote and empty building is the setting for a blind meeting after an intriguing phone call. Do you go alone, risking your life, or call in some back-up and try to expose your mystery caller? Choose wisely, this may be the break you've been looking for, or it could be an obvious trap. Hope that intuition is in good working order 'cause you're going to need it big time!



Rural Route 121- Washington

This old disused rail road has become a graveyard for abandoned engines and their carriages, and could be a perfect hiding place for someone... or something. Mulder's brief notes mentioned something about this place, but it was a little vague. We don't even know what we're after yet anyway, but it can't really be anything to do with a rail car can it?



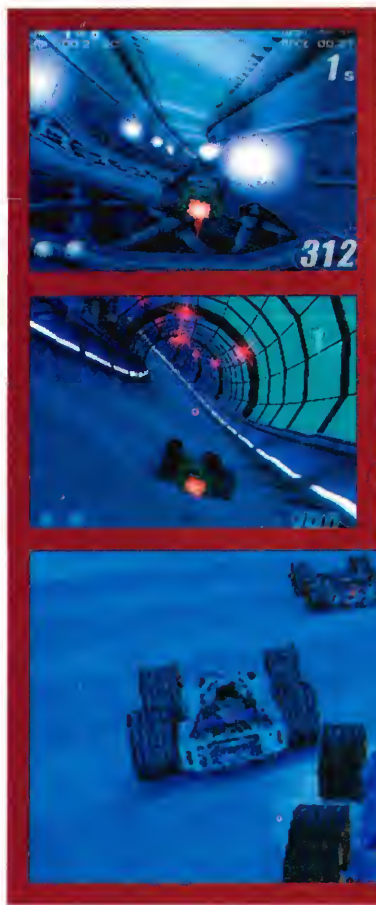
...The investigation remains an ongoing one, but I'm confident of uncovering something quite soon.

I've already established some suspicious connections as you can see here, and will continue to pursue them. It's surely only a matter of time now until the truth is discovered. We'll know more in September...

CANDY FLIP

Rollcage Extreme

Expect the return of violent racing revolutions.
So get revolting! Sniff – oh, you knew already?



There was little hype surrounding the first instalment of Rollcage, so we were all pleasantly surprised when it turned out to be a mind-blowing, adrenalin-laced racer in the mould of Wipeout. Now Psygnosis prepare to release its sequel, Rollcage Extreme, which looks set to duplicate the first game's addictive gameplay with tons of additional features.

This sequel promises new tracks, loads of spectacular scenery, a bunch of new options and freestyle death racing



car crime

Rollcage Extreme will include 20 new tracks, spread over six new environments. A spanking new selection of weapons will be revealed gradually over each of the levels, making the task of beating opponents that much more important. Once again, destroying the scenery placed at the sides of the track will be key to hindering your opponents progress. This time, the rocks left on the road will also become useful in a new sub-game, Rubble Soccer. The tracks in Rollcage Extreme promise to be framed with much more destructible scenery than the first offering.

Other new game modes will include a Survivor mode, in which players must complete levels without being clobbered by hungry opponents. A Destruction Time Attack mode will provide a free run of the courses in which the devastation of other cars will boost points. A multiplayer tournament mode will also juice up 2-4 player action. What you can be sure of, if the first game is anything to go by, is a super-fast futuristic journey that you'll never forget. Keep an eye on Pro for more on this exciting release.

Released **September**



If you thought that Rubik's Cube was the ultimate geometric puzzler, you ain't seen nothing yet



FA Premier League Manager

FOOTBALL FOCUS

A football management game.
We've not seen one of those for a few minutes....

After a drought of football management games for the PlayStation we've now got enough to start our own Sunday League. The latest comes from EA Sports and there's surprisingly little information to go on. What we do know is that you'll be able to manage any English team, so that's got to be good news for all you Hull City fans out there.

The presentation promised will be of

the usual EA Sports high standard and if it's anything like the previous incarnation on the PC, it will be shit hot. How it will fair against the relatively disappointing Premier Manager and FA Manager games already out there is anybody's guess.

Pro will be talking to EA next month and we'll find out all the gossip on this eagerly awaited game.

Released **November**





CUBIC HAIR-PULLER

Pain Teaser

**Bizarre, puzzling,
confusing, Japanese. It's
Kurushi Final**



The power of puzzle addiction is just too strong, forcing hundreds of thousands of PlayStation owners to drool at the thought of a new instalment of Bust-A-Move hitting the shelves or the release of another Tetris rip-off – and it's just too weird!

So it's always a relief when developers make the effort to produce a puzzle game that's just a little bit different, a little bit unhinged.

Kurushi: Intelligent Cube caught our attention when it was released last year. This was a majorly freako idea that involved a futuristic test

set by a higher power designed to test your intelligence to the limits.

By destroying huge, deadly moving cubes it was possible to defeat the Kurushi and the sequel looks set to expand on this strange but addictive game by adding new levels and features.

final judgement

Kurushi Final will feature four all-new game modes. 100 Attack includes a hundred separate puzzles to complete. Survival mode will allow two players to compete against Kurushi. A Create mode will provide players with the

powers of Kurushi, giving full control over the design of a new puzzle. And when all the set puzzles have been beaten, the Kurushi Final option will pit players against the ultimate test of mental and physical agility.

Players will be able to take on the form of one of nine characters (one initial, eight hidden), and five different surface textures will also be available. It may not be the next PlayStation blockbuster, but we reckon Kurushi Final will be another worthwhile puzzler, that will doubtlessly get that grey matter moving. Released **September**



Wanna sell your Rollcage?



USA

correspondent

Lonnie Brastinzky
Discovers what the
year 2000 holds in
store for RPG fans

Driven has been going down a storm here in the States and is currently topping the charts, but all of the latest chatter has been about Square and Electronic Arts' recent announcements on their planned RPG titles for next year. Three new games from the role playing giants are due to hit US stores in the year of 2000 and are sure to cause a worldwide scramble amongst fans of the genre.

Chrono Cross, starring four main characters it'll use a new battle system called Chrono Sequence, which Square are totally excited about as it allows players to blend magic and items for offensive attacks, offering stacks of potential fight combinations. The adventure will feature full 3D environments and also promises some of the most stunningly detailed backgrounds you'll ever have seen.

Square's second strike is being coded by the very same team that created Xenogears and is tipped to be an awesome action RPG. Dew Prism mixes in platform style action with more traditional RPG elements, and follows the latest trends by allowing each character to experience his or her own story. Multiple magic casting and shape shifting heroes are also set to play a big part; this could be huge guys.

Next on the list was Legend Of Mana, which is sounding more than a little freaky. The two lead characters, a guy and a girl, will have separate quests to complete - effectively offering two major games in one small package. That's not so weird, I know, but the insano 'Landmake' system, in which players use artefacts to create their own environments, sounds very weird. Very weird indeed.
Next Time

gameon

It's coming soon, really!

It's the low-tech license of the people's game, it's the sport of champions as played by ginger chimps. It might not be fast, but it's certainly furious: it's... wait for it... Scottish League Football!

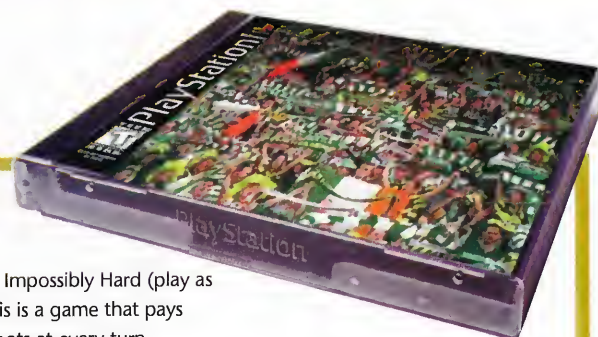
Seamlessly blending the pub team action of all 40 Scottish braves with the underlying perception of barely suppressed violence, Scottish League Football takes the player on a trip into uncharted soccer waters of the choppiest kind. With its revolutionary skill-level options of Stupidly Easy (play

as Rangers) and Impossibly Hard (play as anyone else), this is a game that pays homage to its roots at every turn.

Digitised footage of Dumbarton's centre half accounts for the jaw-dropping fluidity of player movement - almost four different moves in all! Add to this the vast array of goalkeeper choices (shite, bollocks, crap and well-below-par) and the attention to detail of the players' tattoos and what you have on your hands is a whole new ball game that you'll want to play again and again.

Real player names - including all the appropriate spellings of Mac and Mc -

They'll take the piss, but not our freedom!



and a training ground level that puts Tekken to shame provide realism that is second to none, but the arcade fan is also in good hands! A terrace-based coin-tossing bonus game is yours to access with suitable mastery of the tricky special moves, from the really hard upfield punt to the punt upfield that is slightly less hard. It's the way the men play. It's Scottish League Football. And it's gonna be released just as soon as it gets its parole.

Next month: JBA Japanese Basketball

Cool For Cats

PREVIEW

Not when you've got a bad case of Rat Attack!

The Pied Piper knew how to get rid of a shed load of vermin, but since he's not been heard of for years we've gone back to more traditional methods. Dangerously coiled, cheese baited traps and flea bitten felines are the only options, but controlling a piece of cheese on screen would be less exciting than a fart in a cold shower, so it makes sense then that Rat Attack developer Pure went for the moggies.

They call themselves the Scratch Cats, and they're out to stomp the rodent menace from the stars. Well, that's not entirely true. Two lab rats called Washington and Jefferson, blasted into space over 40 years ago as part of an experiment and have returned packing some serious alien heat, and they're trying to head up a rat revolution with the sole aim of destroying everything in sight. Go get 'em Scratch Cats... er, well that'd be you really.

Each of the Scratch Cats is armed with an Eraticator, which can be used to ensnare the diseased furniture demolishers, only the size and speed of

the device will alter depending on the cat you choose. Basically, you fill your quota of rat catching in one of the 50 levels and then get back to the rodent snatching in the next, with the target pests genetically mutating and growing more dangerous with each new stage. With some manic multi-player stuff going on and an insanely high running speed, Rat Attack is gonna be a majorly crazy game, but we won't know if it's any good 'till we get the review code. Released **September**



Destruction Racer

TIN CAN RALLY



**Get off the road
you daft bitch!**



Let's be honest here for a minute, we learn to drive so we can get from A to B quickly and safely. Sometimes, when the sun is out, we wind down the window and give a hearty "phwoar" to some fine looking gurlies. But cars generally mean obeying rules and getting around without hitting trees and getting decapitated.

But there is a dark side to all this gridlock madness; the need to grind other road users into the asphalt, of course! Roll on Destruction Racer and its total carnage philosophy.

Coded by half of the team who brought us Demolition Derby (the other half bugged off to bring us that little runabout called Driver) and using an enhanced Test Drive 5 engine, this pitbull terrier of a smash'em-up will give enough terminal impact thrills to bring Ayrton Senna back from the grave. We have real time damage effects, we have tyres that wobble with stress. We have the chance to land your rig on an opponent's head and kill them outright. Hey! We even have operatic cock-rock from those American whine-meisters, Fear Factory, but that's not really a good point, is it?

Released **November**



trackrecord

Developer: Delphine
Track Record: V-Rally 2 ★★★★★
Publisher: Infogrames

Got to get Ridge Racer 4?

↓charts↑

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After a long wait, Sony's Wipeout 3 is finally set to hit shelves this September. At the recent preview party at Sony Pictures, London, the most questions asked were not about the gameplay or the graphics, but about the thumping soundtrack that served the first two games so well. It was then confirmed there will be 11 music tracks on the game, six of these mixed by Sasha, the other five tracks will be donated by popular dance bands, as chosen by Sasha. Chemical Brothers, Orbital, Underworld, Propellerheads and Paul Van Dyk have all submitted tracks from their most recent (or not yet released) albums. **GT Interactive** have decided to extend their TV ad campaign for Driver following UK sales in excess of 180,000 units, and global sales of a million. "We plan to continue promoting Driver through Christmas and beyond. We're extending the TV ads by a few weeks and have more ideas we are working on" said GTI's head of European marketing, Matthew Woodley. Unused film footage from GT's Antonio Fargas shoot will be edited for the new ads. Meanwhile, Reflections are laying early plans for Driver's sequel, though it hasn't been decided whether it will be released on PlayStation or PlayStation 2. **Software piracy** is set to get another wave of hammering after the industry received news of a new crackdown. The games industry has formed an alliance with the music, audio-visual, retail and manufacturing industries in an effort to combat piracy and the sale of counterfeit goods. The Alliance against Counterfeiting and Piracy is a coalition of trade and representative organisations who share an interest in preventing counterfeiting and piracy in the UK. **EA Sports** are about to expand their ever-increasing grasp on the PlayStation driving market after their successful signing of a deal with the FIA for the World Rally Championship. This comes as no surprise since Electronic Arts has already added the F1 license to its sports properties this year. EA Sports beat both Sony and Infogrames to the deal. **Latest news** on PlayStation 2 suggests that Sony's new machine is amazingly still on schedule for its millennial release. Key developers have been sent cut-down, CD-based emulation systems of the new PlayStation to give them the chance to explore the technology. Sony has experienced problems exporting their

powerful new Emotion Engine, however, as the technology is so advanced that it falls under the COCUM agreement – a law that prevents such technology from being exported to other military superpowers. **The backlash** against Lara Croft's world domination is taking place. Male admirers of the gun toting cyberbabe are under attack by the massive crowd of sex-hungry minxes currently going crazy for the muscle-bound curves of one Duke Nukem. Toy manufacturer Bandai are reporting soaring sales of their Nukem action figures as well as a rising number of peculiar phone calls. Their London offices recently received an anxious call from a woman requesting an alternative retail outlet when stocks in her local toy store sold out. When questioned about her urgency, it was revealed that she arranges the 90's answer to Tupperware and Ann Summers parties, 'Duke Nukem evenings'. If you fancy getting your hormonal hands on a hunk of pint-sized, hunky flesh, you can obtain a Nukem figure from Bandai for £9.99.

Successful PlayStation publishers Acclaim have acquired the former Psygnosis studios based in Stroud. The new studio, to be known as Acclaim Studios Stroud is to be used to place greater emphasis on Acclaim's development for the PlayStation and the PlayStation 2 console. Psygnosis was recently taken over by Sony, leaving many of the studio's employees with an uncertain future. 26 of these employees (many of which worked on the acclaimed G-Police and its sequel) will be taken on board by Acclaim. **Retail wars** have become the order of the day on our local high streets. Virgin Megastores reduced the price of their full-price games to £29.99 on the week of Driver's release, putting the fear of God up the independent retailers, who feared a severe drop in sales, and prompting other high street stores to reduce their prices. The products were put back to their full price state after the high street reported a reduction in profits. Both Syphon Filter and Silent Hill are expected to retail at £39.99 and £34.99 respectively. **More retail** shenanigans have also hit the headlines as many stores began selling V-Rally 2 up to five days ahead of the official on-sale date (June 30th) which resulted in the game charting at number 10 in the all format's chart before its scheduled release. Shameful.

FIRE, RELOAD!

Fear Factor

Hong Kong action
that goes to Hell and
whoops some ass!

Mess up a mission for the Triads and you'll end up with bloody stumps for fingers. And that's if you're lucky. So you've got to admire the balls of steel of the three mercenaries who bravely decide to help the oriental gangsters find one of their missing daughters.

In this shoot or die adventure, the shit-kicking trio must think fast, move quicker and keep their guns blazing 'till nothing moves except flesh hungry flies.

Both hands can be packed with

fire power as you duck and dive around the streets and roof tops of Hong Kong, eventually finding yourself immersed in an adrenaline overload in the depths of Hell.

Each character has a unique death dealing style that will keep the wow factor up in this action adventure that's got enough cinematic zeal to place it on a par with the latest action movie pyrotechnic-fest. Lock, load and get ready to get some! And remember, happiness is a warm gun!

Released **November**

trackrecord

Developer: Kronos Electronic
Entertainment
Track Record: Cardinal Syn ★★
Publisher: Sony



HOT NEWS

Speedball 2100

Did you own an Amiga? Did you spend hours and hours playing Speedball? Course you did.

Well, Oh My God! The world famous old skool programmers, The Bitmap Brothers, are close to completing a PlayStation version of their violent sporting success!

Speedball is based in the future (2100 obviously) and features a futuristic Rollerball game where there are no rules and you can twat the other players as well. Sounds a bit wanky if you haven't played it before, but we can imagine some of you getting positively twitchy at the thought of playing it again.

The advances in technology since the 8-bit days mean that the Bitmaps have included a brand new 3D viewpoint, but all you diehards out there will still be able to play it from the traditional bird's eye view.

16 teams to choose from, leagues, cups and of course the bloke in the stands selling ice cream all return in what could turn out to be a massive hit once again.

Empire are publishing it, but don't expect it 'till early next year. More next month.

Released **March**

Turn to page 139

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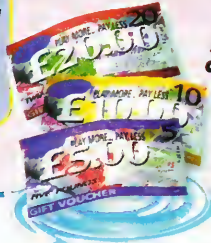


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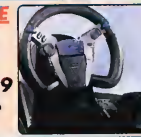
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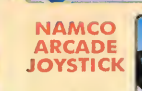


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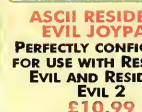
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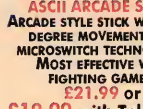
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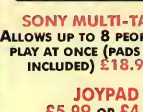
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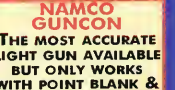
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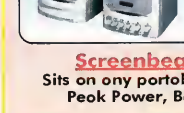
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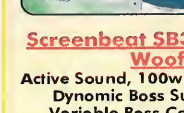
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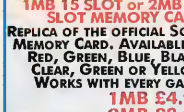


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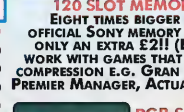
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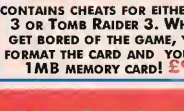
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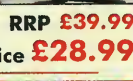
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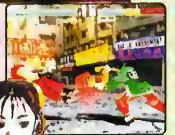
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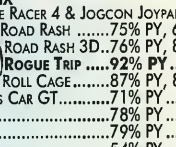
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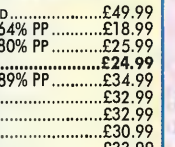
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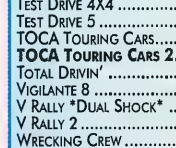
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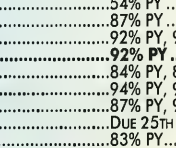
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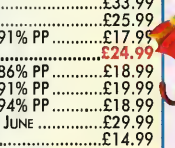
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HWAHH!!!

Chop-Socky!

Hot martial action gets busy with the multi-tap. Shao Lin monks, herbal tea and plenty of four-play

Two player Tekken can be a laugh can't it? All that pent-up aggression getting unleashed in a super combo. The smell of fear, the whiff of victory, the evil stench of too much Guinness. Well that's all for fairies - Shao Lin is stepping up to show us how beat-em-ups should be.

Two player? Piece-of-piss, this learned warrior will be stressing you with four (yep, that's FOUR!) motion captured martial artists, eight (yep, that's EIGHT!) of these bruisers can be controlled by a the PlayStation, which ultimately allows a total of nine (oh yes, that's NINE!) on screen characters who are all deadly in authentic martial arts, as opposed to those bootleg versions, or something.

So don't expect anyone to be flinging radioactive snowballs about, this fight's for real and totally old school kung-fu movie. Combat will take place in authentic Chinese locations, ranging from ancient temples to the city streets. We can only humble ourselves before Bhudda and pray that Shao Lin will eventually feature bad dubbing, repetitive sound effects and shogun assassins wearing mascara. It's all sounding more mouth watering than a number sixty nine and a portion of chips, so hang tight till more information leaps up and assumes the dragon fly position. Released **September**

Protester

What have we got here then?
Rainbow Six

How complete is it?
Very early, about 30%

Sample time?
Played it for about two hours

Any good?
It's a bit too early to tell, but the PC version is a blinder

How does it handle?
The controls are ok, especially with the analog sticks, but the accuracy of the weapons is pretty crap at the moment

Looking sexy, or a 'last chicken in Tesco' job?
The game graphics aren't too good as yet, with all the people looking very basic, but all of that is made up for by some potentially excellent gameplay

Any cool tunes n' stuff?
The sounds are ace in the game, even at this early stage, with some real tension-building music and other creepy effects such as clocks ticking, which helps to keep you on your toes

STORMER or STINKER?
a potential winner ☆☆☆☆

Rainbow Six
was ProTested
by James



MEAN MACHINE

Vrooom!

The soft-top Roadsters tour is heading this way



You turn 17, you want a car. Not just any car; the type of lowered booty magnet, red nosed LA players use to hawk their groinal wares on Hollywood Boulevard, and it's got to be a convertible too. It's a nice dream, but not too 'dooable' a request, so unless you know a guy who can sort it for a monkey you'll be wanting to take Roadsters for a spin. Falling firmly on the side

of arcade racing, Roadsters features only the finest exotic two-seater convertible dream ragsters and unusually sports simulation undertones in that you'll be able to change the set-up of cars and upgrade or buy new ones with any race winnings, which in turn depend on how good a bet you are. It isn't prize money that'll be lining your pockets, instead you'll need to bet on the winner and

gamble the size of your stake, leaving countless opportunities for sneaky tactics and race rigging. Things are still in the very early stages of development, but it sounds like a fresh idea and is looking a bit lush. We'll make sure you stay posted. Released **October**



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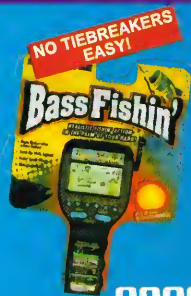
Super Cop!

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- * Fish Size Indicator!

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- * Water Resistant
- * Stop Watch Function

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To win one of these prizes just call the telephone number shown and follow the instructions. Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. The Big Five-0 has 10 questions worth 1-10 points each and winners must beat a target score. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. Other Competitions involve multiple choice questions with tiebreaker and end on the 31st August 1999, after which they may be replaced by a similar service on the same number. Actual designs may vary. Games information can not be guaranteed correct.

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WEIRD SHIP

Animal Crackers

Strap yourself down and keep calm. We're entering **Space Station: Silicon Valley** and everything is fine!



It's a Polar bear on tank tracks! Thank God Saddam didn't have that technology during the Gulf War!



'Possess winged dogs and hot-rodding tortoises, solve puzzles and have fun'





Listen up 'cos this one's heavy on the weird. Ready? Here we go. The experimental space station Silicon Valley was packed with self replicating robots and sent into space. It vanished. Over a thousand years later and Silicon Valley has returned.

Scientists were sent in to investigate. They vanished. In go a team of highly trained military types. Bamf! they go missing too. In fact, everyone who was sent to investigate Silicon Valley's mysteries goes AWOL. Got it so far? Good. Now for the really weird bit.

You play EVO, an advanced systems robot who's pulled the short straw and has to get in there and figure out what the buggery has been going on. Well, you were to play EVO, but he got smashed up so you only really play his memory chip. So you're this chip right, and you've got to explore Silicon Valley and solve the mysteries of the missing space station – don't doze off!

How do you do this? Well, you have a scrap with said self-replicating techno-beasts (who have now mutated, obviously), beat them to a pulp and then plug yourself in to their heads and take them over.

Different robots have different powers and all of them are a bit... WEIRD! So that's your job. Possess winged dogs and hot-rodding tortoises as you solve puzzles and have fun and games with chainsaw wielding Llamas. Silicon Valley's mad-as-tits mixture of platform/adventure/racing and RPG was a big sleeper hit on the Nintendo and we have every right to believe that it'll do the same weird business on the PlayStation. Did we mention it was a bit weird? Released **October**

READY TO RUMBLE

Fighting FORCE



Lighting effects are beautiful throughout. Check out the smoke!

You can aim through 360 degrees. No baddies yet though. Grrr!



restorative cola cans while the other player died in agony. Oh, how we moaned after we completed the game on the second go. Oh, how we started pining for something more substantial.

knuckle sandwich

Fighting Force 2 is essentially a fresh shank of meat that takes the premise of the original, carves away the two-player element and injects it with a swimming pool full of genetically modified ideas. For starters, wouldn't it be groovy if you could use stealth as well as steroids? Yes it would, and yes you can.

Although we're primarily in guns ablazing action territory here, you will

find yourself creeping round a base while equipped with a silent (though still fairly squelchy on impact) crossbow and the much loved sniper rifle. Killing by being a sneaky bastard will only get you so far though, since there will be enough highly trained guards looking for you that Solid Snake style penetration (erm?) will be a really tricky business.

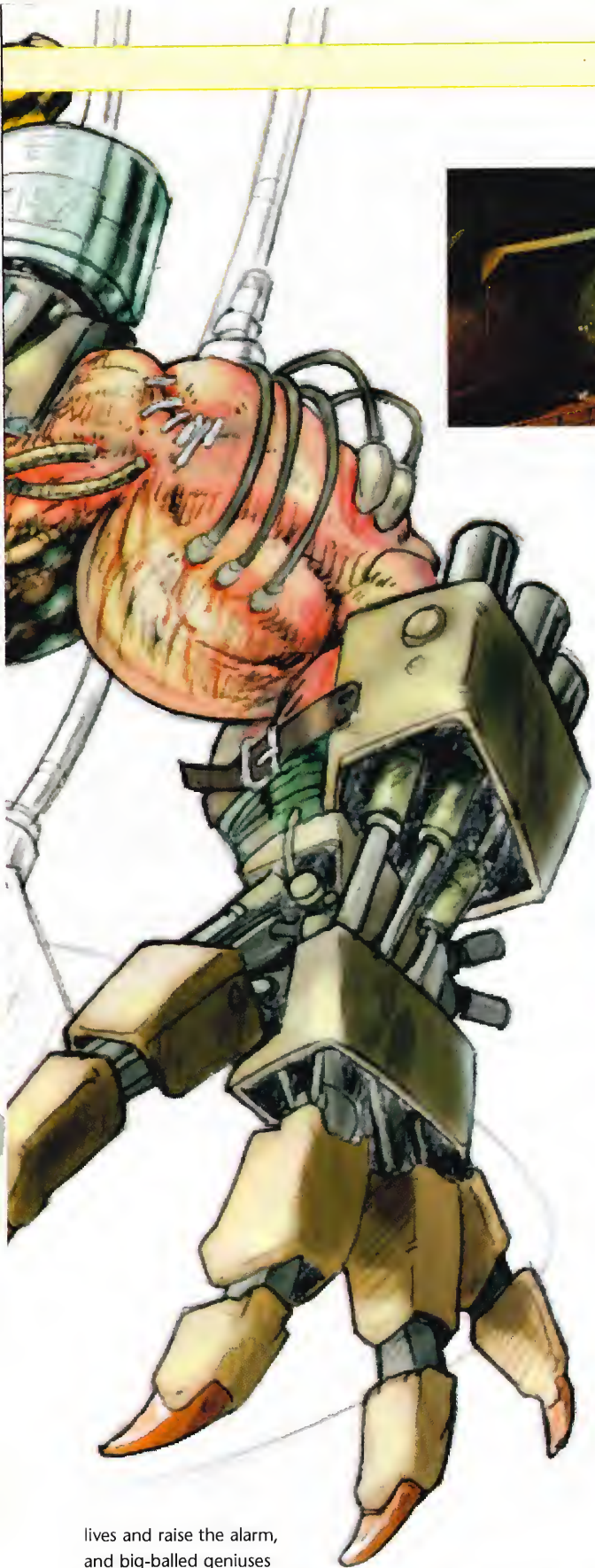
The opposition will be a fair mix of shit-scared grunts, who will run for their

Gangsters, zombies and Coke machines had better hit the deck – 'cos they're about to get beaten into the afterlife

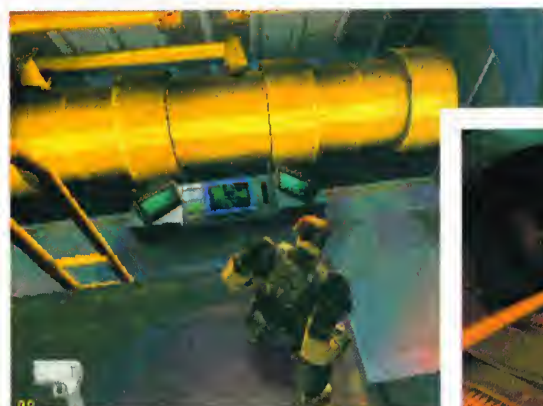
Fighting Force could have been the bastard son of Lara Croft and the MegaDrive classic, Streets Of Rage. It took all of Rage's ideas; walk through a building site/skyscraper/public sauna and smash everything/one up, and tried its darnedest to mix it with Tomb Raider's lush 3D visuals. Too bad it took all of its father's aggression and none of mamma Croft's finer points. All it ended up being was a highly polished sideways scrolling beat'em-up and nothing more.

Oh, how we howled as one player grabbed hold of a villain while the other pummelled them with an iron bar. Oh, how we smirked as we stole all the





Like a true "gansta" you get to shoot your pistol in a side on style. Very posey. Very effective!



lives and raise the alarm, and big-balled geniuses who won't quit till they've got your head on a blunt pole.

Some of these mutated Nazis will have more cunning than a sixth form tutor on a date with her blindingly gorgeous and incredibly manly student. They know how to deal with you, and you won't like it at first. But you'll soon bow down to the pressure and come up with some counter-tricks of your own (sorry, got a bit carried away there). Anyway, the artificial intelligence in Fighting force 2 is looking decidedly sexy.

It's going to take more than a line of bread crumbs to navigate yourself round these heavily guarded complexes. It's no longer a case of punching a perp in the face, walking on and kicking a lab assistant in the groin. The game uses a totally fresh game engine that's able to render intricate maps in light-sourced hi-res. Within these catacombs you've got to hunt for mission specific objects, key cards and lost members of the



Muscle arms and battle buttocks to match. What a man!



All Saints (if only!) as you gradually discover what your mission is about.

senseless killings

There is no overall goal at the beginning of the game. Tit bits of information are downloaded to your wrist computer as and when it's deemed necessary. Further information can be gleaned from computer terminals located around the enemy's hood. Unless you blow them up with a rocket launcher first, in which case you're on your own.

It's not just the map design that's been put through a silver ream gleam machine, combat has been given a thorough waxing in order to combine hectic gun-play with enough chunky martial arts action to make Sammo from Martial Law



'Hectic gunplay with enough chunky kung-fu action to make Sammo from Martial Law want to get busy with the Slim-Fast'

want to get busy with the slim-fast plan.

To accommodate game players' desires to inflict exact pain, characters' bodies have been divided into separate zones. Kick a guy in his shins and he'll tell you about your momma. Smash a round-house to his head and it's bye-bye frontal lobes.

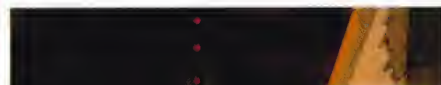
And that's not even mentioning what

you can do with automatic weaponry.

Pass the baps, it's hamburger time!

It's got hot guns, it's got bleeding fists and it's got very little in common with its predecessor (thank Christ!) – what more could you want from a sequel to a game that could be completed after a few attempts? If things keep looking this good, Fighting Force 2 could soon find itself up alongside other top, violent games that get sued for inspiring anti-social American kids to shoot their schoolmates to bits. After all, no-one's ever picked up a gun after playing a shite game – have they?

Released **October**



Great, a baddie. So do I use the rocket launcher or go for

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Competition

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Phone our free access line compo and answer a very simple question and you could find yourself in the same position as John Oakley who has grabbed eight top notch games. 92 lucky people have won the game of their choice.

We can't believe the quality of the cheats you tell us about but we still want more! If you come up with the best cheat of the month we'll give you a first class game that you can choose, like Jamie Johnson who has chosen the fantastic Driver

BLOW JOB

Bomberman

Explosive bomb-dropping action in a new Bomberman

Bomberman World gathered fewer fans than a pregnant Spice girl, so it's a joy to hear about a new release in the series that's dumping 3D pretensions and is getting back to old fuse-head's 2D roots.

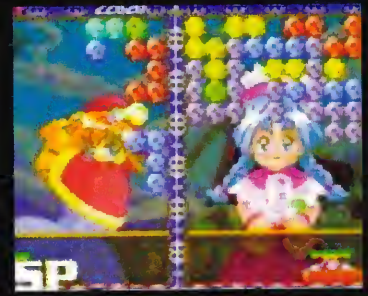
Players familiar to Bomberman will know that the cutesy puzzle antics, in which you run around a maze setting off bombs to kill your opponents, is surely one of the most kick-ass multiplayer games. In this edition, the classic elements of the original game make a return, together with enough brand-spanking new features to give it a whole new lease of life.



A total of 60 stages will be included in the new game; 50 normal stages and 10 bonus levels. One of the updated options will be the ability to choose to play as one of 12 different characters; including Bomberkid, MetalBomber, MexicanBomber, HammerBomber and GreatBomber. The game will also include five new 'helpful creatures' added into the mix. Of course, the brilliant multiplayer mode will also be making a welcome return in a five-player freak out.

If Bomberman can shrug off the hiccup that was Bomberman World, you can be sure of another multiplayer classic. Stay tuned for more info.

Released **August**



BOING

On The Rebound

Ahhh...Gaaa...Do-do-do...Puchi Carat, shake a tree...Ahhh...Gaaa

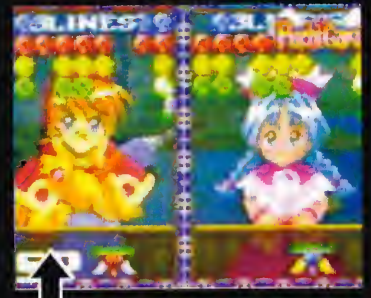
Remember Breakout? That colourful brick breaking, ball bouncing game from the days of pre 8-bit machines? Well, imagine gene-splicing that with Bust-A-Move, asking some mental Jap programmer to 'do something' with the backgrounds, and then inventing some kind of strange new peripheral device that makes the effort of sliding your bounce table thing simply a matter of twisting a knob like on the old Grandstand controllers. If you've imagined well, you'll be thinking Puchi Carat!

Coming from Taiō, the makers of Bust-A-Move, is another simple but addictive puzzle game of a similar ilk. You set a ball off bouncing that on contact destroys the gems descending from the top of the screen, using your control of the paddle at the bottom of the screen to deflect the ball of power back towards the lofty nuisances.

Should you miss it you'll soon have another three lines to sort out, so you don't want to miss.

There are the trademark Bust-A-Move power gems that clear the screen and the mental multi-play options, and all of this going on while your chosen character shouts foreign obscenities from behind the playing area. It's very simple, very retro and will have you hooked before you know it.

Released **September**



Sweet little princesses come juggle my balls and let me push my carrot...

SOGGY SAFARI

Splash out

Wild Water World Championship – weird enough to get your granny all wet



You're a bored and wildly eccentric millionaire (oh, yes you are.) What do you do with your free time? Buy corrupt governments? Fund research into cancer free cigarettes? Buy a hospital? No, you go and get yourself a speedboat and take part in "wacky" races (oh, yes you do!).



This is Wild Water Racing Championships and it makes no sense. Cartoon coloured Dick Dastardly/Richard Branson misfits splash about, earn extra weapons and try their rootin'-tootin' darnedest to sink the shit out of each other. It's a water based Cannonball Run, but without JJ McIlure and Captain Chaos. Yes, it's like Diddy Kong Racing, but without those friggin' apes. And yes, it's a nonsense racer that's could wipe a smirk on a corpse. It's wild (as in "uninhibited"), it's on water (as in the wet stuff that makes your trunks feel all funny when you climb into a swimming pool) and it's all about racing

(otherwise it would all be about drowning, which isn't very family orientated at all). But above all else, it's a championship. You want it don't you? You thirst for this game! You want to beat your mates head-to-head. Beat yourself using the time trial. Grin like a bastard maniac during the adventure mode and just have a laugh on the Party mode. Well tie a knot in your hoses, this puppy won't be floating 'till the season of long shadows.

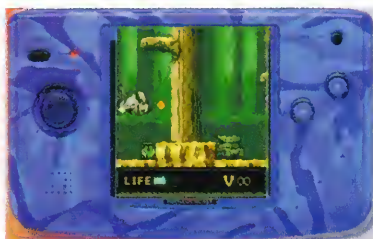
Released **November**

trackrecord

Developer: Interplay Sports
Track Record: Baseball 2000 (not reviewed though shite!)
Publisher: Virgin

FUCKING SMART

Is that a NEOGEO in your pocket...?



It's not like us to bang on about any other systems but we reckon the new Neo Geo Pocket Colour from SNK is going to be cool. Touted as a serious rival to the Gameboy the mini Neo geo has already been a great success. It's batteries last for ages and the initial batch of games are pretty good with us looking at a September release over here. It's about time Nintendo's offering had some competition and it can only be good news if you simply have to play your games on the go.

We'll have a look at some of the games on offer in next month's magazine.



The scissor, paper, stone tag-match will no longer be featured. Shame! →

Park Your ASS!

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The Kush'n will protect your posterior and prevent deadening of your derrière during those long hours playing Tomb Raider. Pro has got together with the makers of the Kush'n to celebrate its launch and we're giving away 10 of the foam beasts (worth £40 each).

All you have to do is call the Competition Hotline and leave the answer and your name and address and we'll pick the lucky winners from there.

QUESTION TIME

Which one of the following made his name as a Horror actor

- A) Peter Cushing
- B) Dirk Benedict
- C) Norman Tebbit

Calls cost no more than 25p Competition closes at midnight on September 2nd Calls handled by Telecom Express, London, SE1 7SP. If you do not wish to receive promotional information from IDC Media or other companies please send your answer in on a postcard to:

Kush'n Kompo (no, not the dead one!), PlayStation Pro, Media House, Adlington Park, Macclesfield, SK10 4NP



TEKKEN TAG TOURNAMENT

**Grab your partner by the hand!
(doesy-doh!) Launch 'em skyward and watch
'em land... really badly! (doesy-oomph!)**

A blurring fist strikes Yoshimitsu. Oh my God, is this extraterrestrial Ninjitsu master pissed off. Better come up with something soon or it's "sayanara" silicon balls. Heihachi starts a charge. Not bad for a guy who wears adult nappies. Oh Jesus! Who the Jackie Chan is this? Eddy Gordo prances into the arena looking like he's ready to rumble. Surely this is illegal? Isn't anyone going to stop this? Where the hell has he just rammed his fist? Yuck. All the way up to the elbow!

oops upside your head

This is Tekken Tag Tournament and getting an extra character to get their paws dirty on your account is totally legal. The Tag element works like an

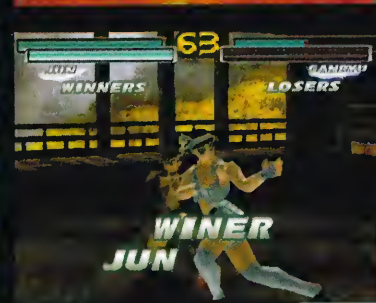
extra special move and strategic element rolled into one, allowing you to swap places with an extra combatant and rest up awhile.

All the characters from the previous three Tekken titles will be up for a barney, which gives us 32, plus bonus characters. Each of our favourite martial artists has been down to their local tog shop too, not that we're only looking at just cosmetic changes; a ream of new moves will also be available that will lead to some fantastic body-hammering special tag team moves.

TTT will be in the arcades as you read these words, so get out and play it - 'cos you're going to have to wait a year until it graces the PlayStation. Released 2000



Beautiful sunsets, fit babes and lashings of over the top violence. Mmm!



PREVIEW

Killer Loop

Let's go kill a kite...

Piloting one of 12 bizarrely titled tripod glider-racers, Killer Loop gives you a pure flying experience that's based on fully authentic aerodynamics and realistic atmospheric conditions. Seven futuristic racetracks await your Icarus style antics as the forces of gravity and air resistance try their elemental best to scupper your dreams of free-flight. And that's not

even mentioning the highly tuned opposing racers and their fancy artificial intelligence who are out to beat you to the finishing line.

A super smooth 3D engine has been optimised specifically for the PlayStation version, so no doubt this bird will be slicker than the cream in a Twinkie. But hopefully not so sickly.

Released **September**



MANGA ANGER

Jade Cocoon

The Tamamaya legends

Don't those Japs have normal cartoons?

One look at the name and you'll have probably guessed that we're as far in Manga territory that we can go without a blue hair rinse and penis fingers. You are Levant, a young lad whose destiny is to save the people of Syrus while breeding Tamagotchi style creatures and messin' with the ultimate powers of darkness.

This gigantic role-player contains over 600 scenarios that are linked together by state-of-the-art trickfilm sequences. Monster

breeding sections allow for the spawning of 150 creatures that can be interbred more times than a Louisiana banjo player, thus giving rise to thousands of mutated variations. Nice! With character designs and storyboards scribbled by the much admired Anime artist, Katsuya Kondoh, this 3D role-playing-adventure is bound to look a treat, even if it is mad as tits.

Released **September**

With graphics as jam hot as this, who cares about how it plays!



DIE FISH DIE!

Reel Fishing

Time to smack that wild Bass!

Want to suffocate a wide variety of fish but can only manage to catch used condoms and rusty prams out of your local canal? Well prepare to have your blood sport dreams answered in the form of Reel Fishing.

With virtual rod firmly in your hand you will have the power to catch the denizens of the deep while gawking at some stunningly photorealistic and

fully 3D graphics (and no I'm not taking the piss). Your fishing career kicks off when you're a no-hope boot-catcher and gradually learn enough fish-baiting tricks to become a fully fledged lord of trout!

And best of all (yep, it gets better) you can keep your catches in a virtual aquarium and save them to your memory card. We can't wait!

Released **August**





V-Rally 2 might have been released a tad early by the shops desperate to make a bit of extra cash, but Infogrames put a brave face on at their launch party, or rather got northern lovely Sara Cox to do all the hard work for them. Yes. This is an excuse to put a gratuitous picture of her in the magazine. You caught us!

Virtual Cox

Tomb Raider

The Last Relevation

Or indeed the first revelation. Core have finally announced details of the latest game in the Tomb Raider series. Tomb Raider 4 isn't the name of choice, instead the project has been landed with a much more Indiana Jonesey film-style title. The Last Relevation, as predicted, is in fact a prequel Star Wars style to the first three Lara games.

Predominantly set in Egypt, Core Design reckon that the setting of the Pharaohs will be ideal for Lara to cavort around in, so expect plenty of hot-pants and tight tops! It's still slated for a November release and there's nothing so sure that it will make it, so we're expecting to get to play something in the very near future. More updates next month.



Nell in the Nude

Meanwhile ex-Tomb Raider girl Nell McAndrew has only gone and took everything off for high-class jaz-mag Playboy this month. Eidos managed

to force an injunction forcing Hugh Hefner's boys to remove the word's Tomb Raider from the cover and indeed any mention of the top selling video-game. Apparently they really didn't want to be associated with a company selling huge copies of something simply because of the size of her breasts. How ironic.



TROLLEY DASH

Open all Hours

Sony spends about 12 trillion quid on a big glass complex thing in America

Sony opened its Metreon centre in San Francisco on June 16 and Pro, blaggarts that we are, decided to go along. A less honest magazine would be loathe to admit it got slaughtered in a bayside restaurant and was therefore unable to get out of bed for the opening, but not us. So we missed a cut ribbon and a few drums and trumpets and lurched along the following day.

The 350,000 sq.ft. complex is close to the centre of the city's hip shopping district Union Square and, as well as a shop selling everything PlayStation - and everything Sony, right down to the bargain-arama \$8,000 robot dog - contains a cinema, lmax theatre (big screen, crap films), arcade and, wet dreamily, a gamer's bar. It was here where we topped up our blood alcohol in front of 40 built-in PlayStations, while game jockeys pandered to our every whim by scurrying around to bring us whatever game we wanted.

The shop part's actually a bit disappointing in terms of PlayStation games. We'd been promised "a vast array" but in fact found less choice than a typical branch of HMV. Still, anywhere that offers a choice of fishing games and not only Wheel of Fortune, but Jeopardy too, can't be that bad and, as the punter we spoke to in the shop pointed out, "Man, this is one way cool place." So we punched him in the face.

wipeout

**"scream if you want to go faster...
it's more of everything - a total
experience, sensory overload,
extreme speed, graphical
excellence, game play innovation.
accept no substitutes!"**

that's Alan Raistrick, the rather excited Producer for the classic game that set the action standards. Since its inception, Psygnosis' Wipeout series has been the video-gaming benchmark of speed and style. From the manual on, nothing beats Wipeout for the realisation of a truly hyper-technological look and feel. Face it, the game's got great fonts. OK, so the soundtrack's not so bad either. Beyond that, no other console racing game offers anything as fast as those hovercraft. So what about Wipeout 3? Did someone say fast?

In fact, word is that the Wipeout 3 team have received a lot of speeding tickets that they try to expense as 'research'.

However, Alan replied, "That's just a rumour." Hmm.

**"it's about one
thing: pure white-
knuckle speed"**

Every element of the game has been revamped to emphasise one thing: pure white-knuckle speed. For starters, the eight brand-new tracks behave a lot like the first Wipeout, with tons of jumps, drops, and other vertigo-inducing devices, emphasising ground speed by getting you off the ground. Alan Raistrick says that the design team has made the later tracks less frustrating than in the previous two instalments.

"Again, the motivating factor was speed," declared Alan, "It's annoying to master a racing game only to face higher levels so twisted and convoluted that you spend more time decelerating than accelerating."

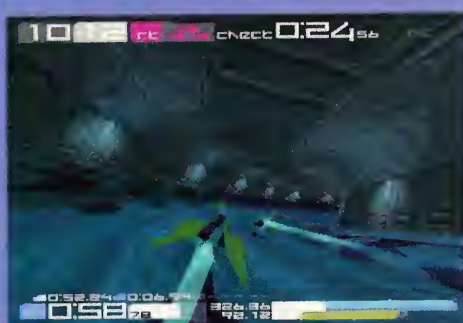
Further testimony to the design team's obsession with velocity is the inclusion of a hyperthrust speed boost (that is, a turbo button) that temporarily increases your speed, but only at the expense of precious energy.

Neil Paterson, the Lead Programmer for the game, also declared that Psygnosis has upped the ante and kicked Wipeout into the PlayStation's hi-res mode. The screenshots and video we've seen thus far are amazing. The hi-res mode makes everything - the vehicles, the tracks, the billboards, and the light trails - so much

in the
House



check 0:07



more clear and solid. Everything feels a lot more substantial than it used to

"We have incorporated many of the strong technical ideas contained in the Wipeout XL code," said Neil, "and even some techniques from the original Wipeout! We are using a graphics engine specifically written to give the best visuals for Wipeout 3."

Then there's the new weapons systems. But will they be changing the game dynamics? Wayne Imlach, Lead Designer, was full of comforting thoughts,

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FLY TICOROS

wipeout



"There's a bit more of a balance between defensive measures and offensive capability now, so the player should find it less frustrating when attacked by an opponent."

One of the most common failings of any racing game is its learning curve. Some are newbie-friendly to a fault and never seem to pick up the pace. Others, like many of the Formula 1 sims, either start off impossible or shift into high gear so soon that, unless you like beating your head against the wall, you never get anywhere. Such is the bane of racing games and their replay value. Wipeout 3's designers spent a lot of time thinking about the learning curve – maybe that's why we've been waiting so long for the game to be finished. Raistrick says,

"The team's goal was to make the game more accessible in the early levels and more extreme in the end. More importantly the curve from beginning to end will be a progressive and smooth one."

Furthering the pursuit of replay value, Wipeout 3 has tripled its predecessor's number of modes of play. In addition to the original Arcade mode, there's a time-trial mode with a ghost ship, so you can race against your best time. There's also a tournament mode, where you race against the seven other teams. Taking advantage of the five new weapons (as well as revised and enhanced old ones), there's now a deathmatch mode. There's a challenge mode that's modelled after the one in Wipeout 64, where you're eliminated if you can't meet certain time requirements or rank high enough to proceed. The most significant stride forward may be in multiplayer play. The arrival of a split-screen means you no longer need two





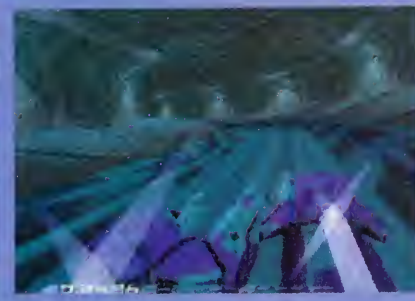
©
ASSEGAI DEVELOPMENTS

**"possibly the
cleanest, most finely
polished extreme
racing game ever"**

TVs, two PlayStations, two copies of the game or a link cable to play against your friends. We still don't know whether the multiplayer mode will include CPU-controlled opposition at this point, but if Wipeout 64 is any indication, it will.



So are Psygnosis getting a bit over excited about their new game? A bit too hot under the collar? Nah! Wipeout 3 promises to be an absolute corker – possibly the cleanest, most finely polished extreme racing game available – and you bet your sweet botty that we'll be back with the definitive review come the final release!
Release Date **September 8th**



**WIPESAT
IS AIR?**



mouth

Mouth is your section. Here you can have your say and play games with us. Aren't we good to you?

PlayStation
PRO
MAGAZINE



I've had some right abuse off you via email this month. Can't print the best ones, but suffice to say I've had my sexuality, parentage and intelligence questioned... and that's just in the office. Keep sending 'em in then and we'll see if we can match wits (but I'll win cos I always do). Email or letters I don't mind. I'll take the lot of you on cos my dad's harder than your dad!

EVIL ZONE

Hello, oh worshipped editor of PlayStation Pro! As I am not of your kind, I worship the Prince Of Darkness, the Evil One you all know as Satan. So therefore, I possess a black box known to you Earthlings as an N64! Ha Ha Ha! I love to sit in my fiery abyss and play sadistic and demonic games such as Mario Kart 64 and Wave Race 64. The blood content in these games is amazing and should only

your letter just in case you invoked yourself into my bedroom or something. Anyway, have a nice life, nutjob.

ER?

Why are there no decent four-up combat games for the PlayStation? As I have a (mostly unused!) N64 and I've seen some impressive in-store demos of Quake 2 for the Nintendo. I was

lett

be compared to the likes of GTA London, Resident Evil 2, Silent Hill, and Tenchu: Stealth Assassins.

Only Kidding! Ha Ha Ha Ha Ha Ha!!! When I have completed Wave Race, I will mail you again and beg you for a copy of the ultimately amazing and sadistic Pokemon Stadium or Pokemon Snap.

Ultra Mega Mega Man, via email

Scary, scary nutter to start the day off. Just what I need. I think, in some sort of bizarre way you're slugging the N64 off, but I'm not sure and as you terrify the shit out of me I thought I'd better print

wondering how Q2 compares on gameplay to the classic GoldenEye for single and multiplayer modes. Also how does Turok 2 compare, as I understand it also uses the graphics expansion pack and seems to be discounted everywhere.

A quick recommendation would be appreciated, as it's sad lad's games and Star Wars night on Friday.

If the price competition can bring new PlayStation software down in price by a third why has it not affected N64 releases, surely the production costs and retail mark-up can't be that different?

Julian Ainsworth, Manchester

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Started off with a good healthy PlayStation question there Jools then petered out into nothing. Decent four up combat games for the PlayStation? There aren't any are there, Truth is it's difficult to get one to be able to keep the frame rates up on a four player split screen. In a lot of respects the N64 is far more capable of handling that kind of witchcraft. Sled Storm (due in September

MEN AT WORK

I live in Adelaide, South Australia. I missed your recent issue that had Quake 2 reviewed in it and this month's mag says that it's all sold out! I would pay lottsa moolah for that golden copy (not to mention like the rest!). Anyway I would like too see if you had a spare copy under the desk somewhere that I could purchase at a price.

Don't you get sick of the fools that

same time, so you lucky ex-cons get to play at the same time as the rest of us (only joking, wish I was there mate!).

Yup, we get millions of nude cheat requests. What I find even sadder though is that you can now buy a cartridge that lets you make Lara nude. Get a grip. Lara Weller - Yes! PlayStation Lara - nope. Simply not my type, what with her being not real and all.

Miss Bea not help? We consider her to be most therapeutic.

my mum was curious of what the age restriction of the game was. When she saw it was 15 and above she told me to get it off and give it back.

Age restrictions. FREAKING age restrictions! They really piss me off. Why the hell do you have to go and put age restrictions on the back of games and why the hell does MGS have to be a 15? Who the hell is the roodypoo candyass that thought of age restrictions. Well they really piss me off.

Before I go, who is the beautiful beast who modelled Diver's Dream in issue 34? Jack Chopper, Stoke on Trent.

SHORT BUT SOUR

You're an absolute wanker!

Anon, via email

You're special aren't you, You little prick. The sort of antisocial wanker who harasses girls on the Internet. A little cyber beast without the social skills to speak to anyone face-to-face. Come to think of it....do you want a job?

First, can I just make it clear that WE don't put age stickers on games. Sad thing, for you at any rate, is that your mum was spot on to stop you playing the game. It's been certified, just like a movie release, as only suitable for over 15s and you obviously wouldn't get into the cinema to see a 12 never mind a 15.

Age restrictions are there for your protection so that you don't corrupt yourself and end up taking a big gun into school. Whether you believe in 'em or not they're the law, so you're gonna have to wait another fours years to finish MGS and as most people finish it in around eight hours that makes you the worst games player in the world ever. Official.

Oh, and the chick was called Ksenia, she's Croatian and she's just appeared panting away in the new Pretty Polly bra ads on telly... which you probably missed because they were past your bedtime. Tough life being a kid isn't it?

KIDDIE ALERT

I recently played the demo of Metal Gear Solid and found the game amazing. Soon afterwards I went and visited my 18-year-old cousin and asked if I could lend it as he'd purchased and finished it. I agree with Nick Charles and what he wrote in his letter in issue 34 of Pro about one thing - MGS is one excellent, but very short game. I had almost completed it when my mum came into the room and started to watch me.

Now I'm only 11 and because of this



ers

from EA) might be a racing game, but certainly makes use of the old multi-tap. Looks like a crack. And of course for a bit of multi-player action you can't go wrong with tennis strumpet, Anna Kournikova.

As for Q2 and Turok on the N64? I thought Turok was okay, but if I want to play that kind of thing I usually toddle off to my PC anyway. Q2 is pretty good so I'm told. Again though, not my cup of tea on the consoles. I'll stick to my Smash Court Tennis thank you very much.

think Lara's got a nude cheat on PSX? The last few issues were full of little drooling mouth's and Miss Bea isn't helping although she give's good cheats anyway (babe though). An Aussie diehard reader at ya service!

Dale Skoda, Adelaide, Aus

Hiya Dale. Wanna swap houses? Should be able to sort you out with a copy from somewhere although we haven't actually reviewed Quake 2 as yet. Not out you see. September is the month you're waiting for. Incidentally, Q2 is being released over in Oz at the

SIC NOTE

This is just a quick note to say that I am going to be off until next week. Enclosed are two sick notes - one for last week and one for this week. Anyway, I've given that Tekken thing to Sam with some notes plus an art disk. It's a pretty awesome game so I don't know what you want to do with it. Also, as I wasn't thinking straight yesterday, I forgot to tell you I'd done all that NVQ stuff but I had it here, so I don't know what happened there!

I hope this letter and the doctor's notes are okay. I don't know what to do with them so I'll leave them with you to give to Pam or lose on your desk or whatever. See you next week.

Kay Wellby, Withington.

Oops, this must have got mixed up somehow. You take your time love. Here we all are slaving away over a hot stove etc. Not that anybody else is interested, but I've given your notes to Pam and she said Get Well Soon!



"You may disregard this as a **steaming heap of cow shit**"

viewpoint

Got something to say. Disagree with another reader or us? Make your point here so we can all have a go. Come on! Show your mettle.

COOL CHICK

OH MY GOD!!! Are people still complaining about the 'girls in bikinis' thing? Give it a rest! I happen to be one of those 'girl things' and I don't think the pictures are even slightly offensive. I say that if it keeps the majority of readers happy (as it obviously does) then go for it. Don't let a bunch of stuck up twits tell you how to make a good mag 'cause it looks like you've sussed that one out already.

Some people just have to realise that using pictures of half-naked women sells magazines, more sales means that you make more dosh, you can then afford to put more into the mag (not that anything's missing. Great mag guys!), the readers get even more for their cash and everyone lives happily ever after. But that's not quite the end. The other reason for me writing in is the set of Metal Gear

Solid action figures shown in the accessories section of issue 37. I'd searched everywhere for them, from Toys 'R' Us to the Internet, and had almost given up. Then I saw them in your mag and my hope was renewed (damn, I love you guys!!!) Where on earth did you find them? Keep up the good work!

Kate, Oxford.

Figure-wise, I think Bandai are distributing them over here. I saw them in a shop the other day too, fairly sure it was the HMV Megastore in Manchester, so I'd imagine that you'll find them in most big HMVs.

As for the age-old thorn of girls in the mags, I'm glad you don't find them offensive. They're certainly not meant to be. We do try and give our readers as much as possible for their £2.49. Thanks for the compliments.

Having trouble finding these fantastic MGS toys? Why not try popping into your local HMV Megastore.

For the viewing pleasure of the Cool Chick and all our Red Blooded male readers out there. Here are a few complimentary (and pointless) babes in bikinis shots.

HEADCASE

Dear Chicken

As you read this your computer is rigged to a time bomb, that will go off the moment you clear this message off the screen. You may disregard this letter as a steaming heap of cow shit, but be warned! CHEEEEEEEEEEEEEEEESCAKE!!! yum yum

Jasper, via email.

Thanks for that. You loon.

WHAT'S UP DOC?

I bought Bugs Bunny - Lost in Time the other day and I really enjoyed it - the only bad point about it is that I completed it in three days. This obviously isn't what I'd call a long game, but despite this you should have given it a better score than 79% - Maybe 88% or 92% because it really is enjoyable.

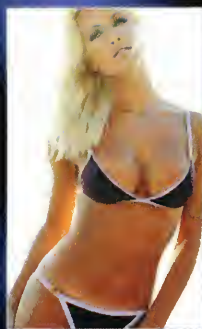
One other thing is that in your final verdict paragraph you said that if you

get stuck on it you won't be arsed to carry on. I got stuck on a number of occasions and really badly wanted to get further and I tried a couple of times and in the end did it.

I'm sorry I had to write in complaining about your score, but I wanted to express my feelings about this game. Apart from your BB score you're always spot on and your marks are always decent. For example, your Anna Kournikova got a score that was definitely correct and also loads of other games like Resident Evil (obviously).

Daniel Hassan, Carshalton.

First let me say I reviewed Anna Kournikova, so of course the score was right! As for Bugs, well we felt it was a bit too basic for its own good. Compared with the likes of Crash Bandicoot it's hard to see how we could have justified a score anywhere near what you're suggesting. Remember too that Kay is a bird and is therefore better off washing up than playing games (that should spark a few letters!)





teaser

questions and what not



Now with prizes, by God!

Okay normal everyday reader-folk – become involved in our world of hi-tech entertainment by providing answers to questions that we ask you. It's been pointed out that we're a little on the tight side when it comes to doling out prizes, on account of us not doling them out at all, so – a copy of Williams Arcade Greatest Hits it is, then

Q&A

Guess which bit you've got to provide...

1. The G-Police:

- a. Are a crack force of specially trained goons patrolling murky future spheres ☐
- b. Are the authority body for inappropriate use of skimpy underpants ☐
- c. Would like to be the H-Police, but couldn't get further in the alphabet because they're stupid pig nobheads ☐

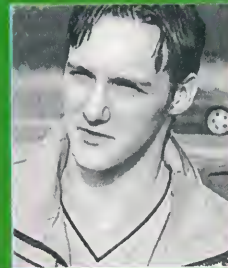
2. So then, RC Stunt Copter, eh? It's:

- a. A devious spoonerism designed to embarrass you in front of the counter-monkey in the game shop ☐
- b. The world's first Catholic flight simulator, featuring a cameo role from his holiness the Pope in a hot air balloon piloted by Dr. Robert Runcie ☐
- c. The most fiddly difficult thing to master since masturbation in a sleeping bag ☐

3. Which of the following is not a stop on the London underground

- a. Bellsizes Park ☐
- b. Cockfosters ☐
- c. Great Steaming Minge Broadway ☐

spot the difference



We've taken two identical photographs and changed them in one subtle yet significant way. Roll on up and tell us what it is and how this amazing effect was achieved.

The difference is...

Pen a poem

Or more accurately, complete the unfinished limerick.

Here's a clue: yes, it is that obvious

Lara Croft is in the hunt
For a stud who can satisfy her adventurous ____
She needs it worse than Colin McRae
Who's addicted to his gearstick and may very well be ____

But worst of all is the Bandicoot
Who'd like to slip them all a ____
But he can't cos he's just an Ozzy hick
With scabby mange all over ____



Say what, muh-facka?



Well I never! It's a knockers bird in a screenshot from Um Jammer Lammy. Study it carefully and, using your wit and imagination, tell us what the onion bloke is saying to the lady.

.....
.....

Cunning Conundrum

Once again you're faced with the tricky task of rearranging some words into an order that make sense in the context of the PlayStation gaming world in which we all live. Go to it, mates. You'll have a ball.

Is buy the filth biggest the pile
Rampage you ever could of

.....
.....
.....

Yes, unlikely though it may seem to many, I've taken the time to fill in The Teaser to the best of my ability and am sending in my entry in the vain hope of winning a prize. Please treat me nicely as I'm clearly a dick.

Name.....

Address.....

Telephone..... Age.....

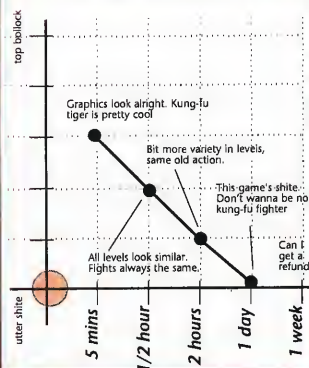
entries to **teaser** questions and what not PlayStation Pro, IDG Media FREEPOST (SK3038), Macclesfield, SK10 4YE

You've reached the most important section of PlayStation Pro. The next 20-odd pages contain the vital information you'll need to arm yourself with knowledge. You need never buy a rubbish game again. Let's explain how it works...

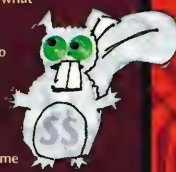


The **Pro Solid Gold Award** is given rarely, and only to outstanding games. Each member of the Pro team plays every PlayStation game, and only when we all agree is the coveted Gold awarded. If half a dozen experts all think the same, it's a game you can buy with confidence.

In a nutshell



In a Nutshell does exactly what it says. It's here where you can quickly find out what to expect from a game in the first week you buy it, and it's created only after the reviewer has played the game for at least that length of time. And it seemed like a good excuse to slip in this shit picture of the fabulous Pro mascot:



Sellafield Squirrel – he's hideously deformed!



The Verdict

Out now £39.99



Published by Grolier Interactive

Graphics ★★
Sound ★★
Gameplay ★★
Lastability ★★

This is the bit where we sum up the game. Except not here on this page, because there's no game to sum up. So instead we'll be talking about women's arses. What about that Caprice eh – seen the peachy crack on that...?

Alternatively: S.C.A.R.S. - Ubisoft ★★

dual shock analogue • memory card • two players

PRO 38%
Kated

G-Police 2 →
page 58
Pigs in the city



RC Stunt Copter page 66
Jeez! Handling a chopper is tough!



Omega Boost page 70
State of the art graphics meet old-skool blasting action

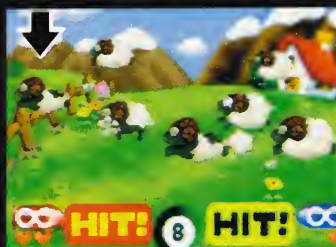
reviewed

In *The Verdict* games are awarded a percentage, and it doesn't take a genius to work out that high is good and low is bad. If something gets 90 then rest assured *Pro* could find very little wrong with it. Similarly, a mark of 20 suggests a real brown trout. Every member of the *Pro* team is a PlayStation expert and you'll find everything you need to know to make a buying decision within the review. If it needs saying we say it, and if it doesn't, we don't.

Pro always make an alternative recommendation of the same kind of game. The alternative might be better than the game reviewed or it might be used to highlight the similarities between the two. The star rating ☆ pertains to the Dealer section at the back of *Pro*, and the Ⓔ sign indicates what kind of price you can hope to pick up the old game second-hand. This is explained in Dealer too, and it's brilliantly simple, though we do say so ourselves.

Point Blank 2 page 74

Learning how to shoot a gun can be cute!



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reviewed

"Fight! Fight! Fight!"

School, a time of fun and discovery. And of course you've got your playground scraps. Think you're hard? Check out our tales of juvenile warfare!



James Cannon

Three Jimmy found himself up for a rumble in a local multi-storey carpark. James didn't know what the three hombres wanted, but was surprised to find his mate had done a runner. The three shit-kickers decided that only by stomping on Master Cannon's head with Adidas Kick grips, could justice be served. To this day, James can't see a pair of trainers without frothing at the mouth, clenching fists and charging "Braveheart" style.



Kay Wellby

Kay's childhood forte was the "Melvin." A trick involving her hands down a bloke's trousers, a grab of his grundle and a quick tug skyward. So prolific was young madam Wellby's technique, that recent Torquay birth statistics show a massive decline in the birth rate and a complete lack of sexual activity in men in their 20's. Kay moved north. Recent Manchester birth statistics show...etc. etc.



Will Johnston

During a warm-up session for a football match, wee William found himself being ridiculed for his taste in footwear. "You've got shitty shoes, you shitty shoe'd wazzerk." Cried a blonde dwarf of a kid. Will spent the lesson running round the pitch while the taunting, yet popular kid was set to the nurse with broken fingers. Will had to leave for Wales immediately.



Paul Chicken Mentally

Chicken's always managed to avoid conflicts. This didn't stop a young punk named Marnie threatening him with a right good hattering 'cos he thought his bird had left him on our ed's request. Chicken managed to deflect the evil one's attention while his mate got seven shades of shit kicked out of him. Years later when Marnie had gone to fight in the Gulf, he took a bullet in the leg. Some say Chicken is a witch, don't mess!



Gaz Adams

Gaz was one of those weird kids who liked to go to parties, strip down to his Y-fronts and hide under beds. During a visit to his cousins, Ickle pervey Adams couldn't help himself and had to get into his birthday suit. Said cousin was shocked by 13 year old Gaz's lack of public hair and began to take the piss royale, only to be wrestled to the floor and slapped silly 'till he admitted that Gaz was the "Master of the Universe." Gaz is better now!



Sam Thomas

A confused Sam found himself pulled to the floor by the school bully. He'd never been in a fight before, what could he do? Kick the fat f'cker hard in the shins of course! Said bully just stood there, taking "Pitbull" Thomas' assault. Not because he couldn't have eaten Sam's balls for breakfast, but because his ankles were so well and truly screwed up, he could'n't move. Sam left the scene. For all we know the hobbled bully may still be standing there.



Paul Roundell

As a rule abiding 2nd year, Paul found himself on the receiving end of a 1st year's cricket ball. The rules were well known. Paul would have to fight the junior ball-lober or lose all face. "No problem," thug Roundell thought. And then he saw the size of the bastard. He was massive. A liberal helping of knee in head action later and Paul was released. He then spent the rest of the day stinking of TCP while scrapping drool out of his blazer.



Lewis Spek

Lewis' classmate enjoyed grabbing hold of bollocks and twisting till a prepubescent shriek filled the playground. The little effeminate bastard would then run and hide beneath the fat of the dinnerladies' buttocks. With Pa's cricket hox down his little Tarzan pants, a pissed-off Lewis was ready. The next time the perv copped a feel he paused, foreign object confusing him, before a fist set his teeth-braces back six years!



Wendy Morgan

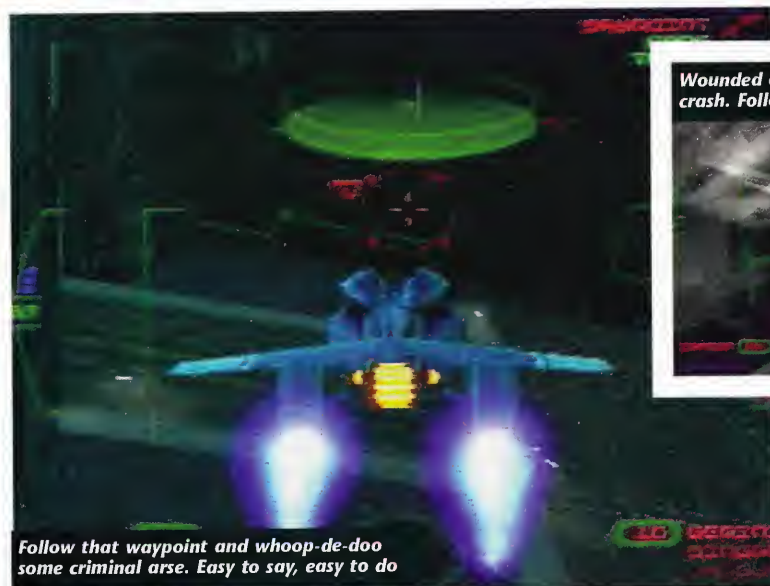
At a tender age, Wendy decided that only by following the ways of the Shaolin Monk could her anger be quelled. Promising to use her gifts for good and not evil was put to an almost terminal test while blocking an attack during a netball game. Glantess Wendy could not stop her club like elbow from knocking her opponent out cold, wherein her knicker elastic snapped once more and her buttocks suffocated the poor lass.

G-Police

Weapons Of Justice

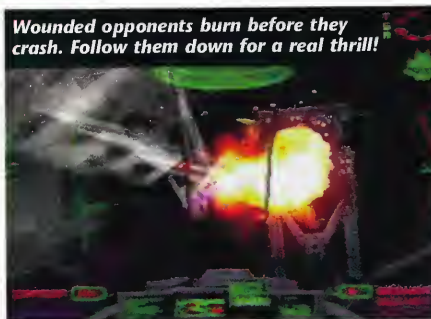
**Cut and paste cop action
that's great for the
short-sighted**

*The flea like Raptor is quite a groovy
piece of kit. Still short-sighted though.*



Follow that waypoint and whoop-de-doo some criminal arse. Easy to say, easy to do

Wounded opponents burn before they crash. Follow them down for a real thrill!



The streets are packed with all sorts of well kitted out citizens. Kill 'em if you want!



You see, keep close to buildings and everything looks fine. Well, almost

The future is going to be a smog fuelled nightmare. Colonies will be set up across the galaxy.

Bubbles of life suckle to lifeless hunks of rock. It's always going to be night-time, beer will cost ten billion zoo-zoos a pint and pigs will fly. No really, they will.

The Government Police will have absolute power to zip through the skies in cool looking vertical take off gunships and shoot the shit out of anyone who spits in public or buys a Gary Barlow CD. Well, at least something will change for the better!

Luckily, you get to be one of these TJ Hookers of the skies and have full license

to catch criminals by any means necessary. Catch? There are no jails here, just obvious bad guys who stick out more than Britney Spears "not at all enhanced" Bristol cities. If someone fires a weapon, kill 'em with extreme prejudice! If a smuggler has a suspicious cargo (like contraband episodes of Hollyoaks or something!) flick off the safety catch and drop some bombs on their moms. If some innocent citizen just pisses you off, send them to the recycling body bank.

Collateral damage is a fact of everyday life. It's just a good job that a band of highly trained and well-equipped

'There are no jails, just obvious bad guys who stick out more than Britney Spears "not at all enhanced" Bristol cities'

criminals are trying to rip the cities apart. Time to get busy with an engrossing story line and tight mission structure.

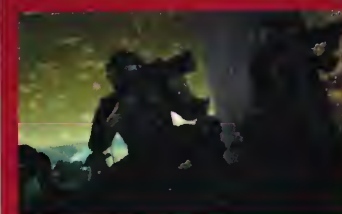
This is the world of G-Police and it's not a place for wishy-washy liberal types. It's for people who want to get your kicks out of institutionalised brutality and wearing sexy black outfits with big shoulder pads. You know who you are!

cop cookery

So, how do you go about concocting a sequel to a top bollocks justice dealing cop'em-up? For starters you could find



No thinking, just search & destroy! What happened to proper police work?



The introduction video features some of the finest character animation we've ever seen. See it playing in HMV. Be amazed. If only the rest of the game matched up.

out what annoyed people about the original, for arguments sake we'll say it's a control system that would have a Jedi master reaching for a bottle of neurophen. Right, we've fixed that. We can now fly a cop-ship without a degree in astrophysics and knowledge of the Force. Well done! What else?

Let's just work our way through a wish list! We could give game players a visual treat. Cut down on cropping so pilots can see further than a dozen feet in front of them and not run the risk of ploughing their bird into previously invisible orphanage. Run a steam spraying iron across the graphics and get everything silky smooth. Hey, while we're tinkering around, why not add



This transport has to be scanned. Then guess what? Yep, it's blown it to hell!



Oh my God! Everything's gone ZX Spectrum! Somebody help. PLEASE!



little touches. Shoot down a criminal and his wreckage could crash into the streets leaving a burning hulk. Shoot at an



Check out the detail on the tunnel wall. It looks great. But where does it go?

innocent bystander and they could get the hell out of the way and not just stand there like a terminally ill nihilist who just doesn't give a shit.

moon on a stick

Of course, we could do all that. It would be a struggle, but the pleasure of creating a significantly improved game would give us a greater buzz than making whoopee with an alien sex goddess. It's going to take time and a Stephen Hawking level of number crunching. But it's got to be worth it. The gratitude of happy gamers, the knowledge of a job well done!

Oh sod it, let's just give them the same game but with extra vehicles. We've got that Colony Wars code

hanging around. Nick a few ideas from that and give 'em some space battle sequences. They'll be happy; getting G-Police and Colony Wars in one easy to swallow package, who couldn't resist such a tasty treat?

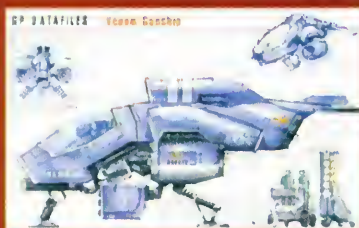
Oh, shit, the graphics seem to have gone all mouldy and the pop-up has got spectacularly worse!

Calm down. We'll out-line buildings that we can't draw properly with some green vector-line graphics. That'll remind them of that old arcade classic StarWars game. Right, we're sorted, let's go down the pub and get pissed!

grand larceny

Slap yourself on the back, 'cos you've made it through the gripe section of this

Ahh, lovely sketchy pictures of justice!



Venom Gunship
quick, highly manoeuvrable and delivers a massive payload



GP DATAFILES G-Police Raptor

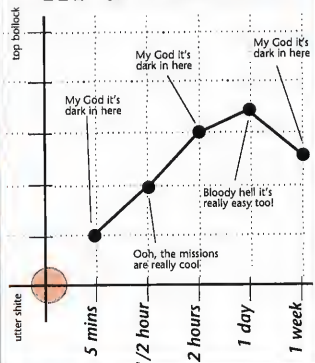
G-Police Raptor
Ground-based attack vehicle capable of gliding attacks



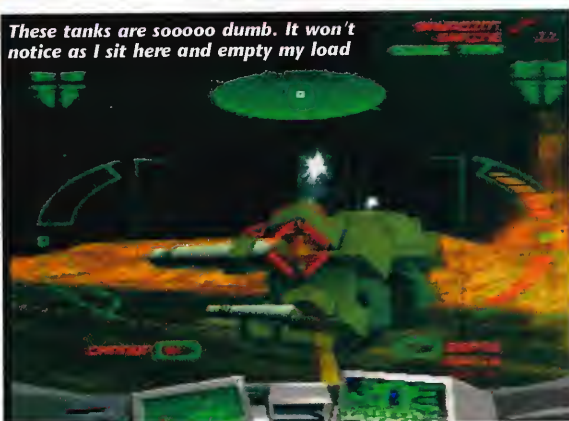
Nice effects on the weapons boys! Just make sure you're close enough to see 'em

Incomming shots spark off your cockpit, creating a great sense of danger

In a nutshell



These tanks are sooooo dumb. It won't notice as I sit here and empty my load



As always, the explosions look meatier than a blue whale kebab! Ka-AA-Boom!



review. It's time to chuck some cold water in our faces and look at the good points. And don't worry, there are some. For a start, we now have space battles!

Our death dealing arsenal is now complemented by a collection of ground based vehicles. Most striking of these is the Ed-209/Future cop LAPD style walker.

'Our death dealing arsenal now contains a collection of ground-based Ed-209/Future Cop LAPD style walkers'

Yes indeed, Our Weapons Of Justice can be set off far above the planet's surface.

Nipping around claustrophobic, industrialised cities in gunships can get repetitive, so full marks to Sony for allowing us to stretch our legs in the final frontier! It may just be a slightly converted version of Colony Wars, but that's no bad thing.

He's a nippy little git; able to leap tall buildings in a single bound or even run about on rooftops spitting lead at perpetrators and generally looking like one tough hard-nosed bastard.

drugs bust

By patrolling the streets at ground level you get a much greater appreciation of the City and its busy inhabitants. Another upshot is that because you've got Bladerunner (what review of G-Police would be complete without mentioning that film?) style buildings close to you, the game's ridiculously short visual range is masked by the city's future-gothic architecture.

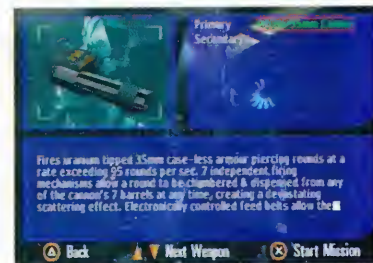
The line drawn buildings almost disappear and the frame rate shoots up faster than a withdrawal stricken smack head with a needle full of purist H. Well, not all the time - but what do you want? Bloody perfection!

Weapons Of Justice offers nothing substantially fresh for the seasoned G-



Police law enforcer. With the original now available for 20 quid, it's hard to see why anyone would fork out double the money for what is, essentially, the same game. Fair enough, the missions are well crafted and give a real sensation of being involved in the action. But being thrilled by a storyline while ploughing through missions that wouldn't tax a three year old does not an enjoyable game make.

The inclusion of extra vehicles does nothing for the fact that no matter what vehicle you're in, you can kick ass grand style. Rent G-Police: Weapons Of Justice



and you'll finish it in just one evening's thrash. Buy it and wonder what the hell you've done when you could have bought G-Police and Colony Wars for the same price!

Will PRO

Someone's obviously taken a lot of time inking these brutes. So it's a real shame that you can only see them just before you smash head on or blow them out of the sky!



MobileArmoury

Check back here to tool up again, ready for action

The Verdict

Out now £39.99

Published by Sony

Graphics ★★
Sound ★★
Gameplay ★★
Lastability ★★

It's a shame that the developers went by the "sequel by numbers" approach and came up with an offering that's as original as Heinz's 57th variety when they could have given us a Martian take-away.

Alternatively: G-Police - Psygnosis ★★

PRO 85%
Rated

reviewed

360°

**Ambitious
fantasy racer
that never quite
gets into gear**



The intro shows Earth bleached into a massive desert by global warming



The hoverbike's machine-guns need to be left to charge up after each burst



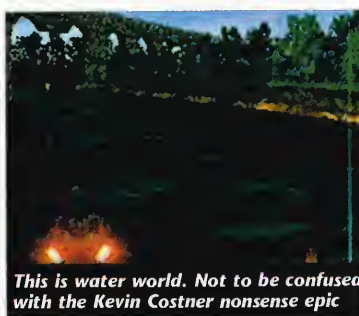
The ice levels take place in a devastated London, you may see major landmarks



Imaginative scenery fills the landscape. Though it tends to glitch too often



Monuments pop-up from time to time, then pop back again – then up...



This is water world. Not to be confused with the Kevin Costner nonsense epic

You remember getting dizzy in the playground at school? Tying coats round your waist so you spun faster, then whizzing round like a twat until the school and the field turned into a mass of blurred colours. Do you remember eventually stopping, and staggering around like a cow with BSE before rolling on the ground,

'Chunky polygons jerk and glitch' their way past you like extras from Camberwick Green'

unaware of where the ground actually was or if you should actually be falling into the sky? Well I do, and those semi-happy memories suddenly came rushing back playing 360°.

skeet shoot

It's obvious as soon as 360° loads up that it treads a similar path to past racing giants. The crisp, hi-tech graphics that pepper the opening

screens and the menus are as dazzling as the spectacular visuals of Wipeout's amazing opening screens. There's also a few nods to Rollcage in the gameplay. But as with most futuristic racers, there's enough imagination involved to create its own sub-genre, a kind of aquatic hover racing game.

A massive 17 courses lay ahead for prospective challengers. Five of these are deathmatch arenas, where the other 12 are normal racetracks. All are split into

four very different environments. I can't keep this spinning round thing up for very long (what's new? – Kay), but I suppose I should get this review written before I stop.

We've been amazed recently at how fast PlayStation racing games have become. Rollcage, for example, showed how background scenery could fly by at humungous speeds whilst remaining detailed and interesting. Unfortunately, told the secret to 360°.

When you begin a race, though the



The menu graphics mix well with the techno/drum & bass soundtrack



The races get quite hairy. With extra weapons about you must watch your back!

speedometer reaches speeds in excess of 200kph, you never really get that impression because your hoverbike doesn't react like it's travelling at this speed. The background graphics are never smooth enough to create that realistic feeling either. In some parts of the game, chunky polygons jerk and glitch their way past you like extras from Camberwick Green. I don't think I could stop if I tried now.

holy water

There's also a completely useless feature that enables you to look in any direction whilst you're driving and shoot at bikes around you. Because of the amount of obstacles you need to avoid, there's no chance you'll have enough time to aim your gun in another direction whilst you're in motion. I just hope this feature wasn't deemed worthy enough to inspire the title of the game. The queasiness is coming on real strong now.

After all these bad points, it's a relief to say that 360° also has a good side. The courses available in the game do present a significant challenge. All of your opponents are intelligent enough to make the races progressively more difficult and the circuits themselves

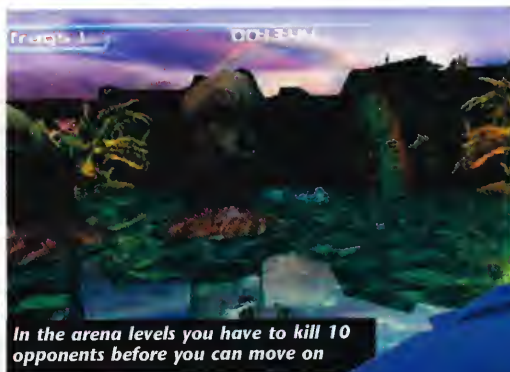
become more complex and labyrinthine as the game continues, with plenty of hidden shortcuts to jazz them up.

The deathmatch levels (coast around the arena seeking out opponents and destroy 10 of them to go onto the next world) are a pleasant change from the races, if a little too easy.

There's also a fine selection of techno and drum & bass numbers on the soundtrack which score the action beautifully. All this makes the main arcade mode an addictive option that proves to be a lot of fun.

Aside from the arcade there are two-player deathmatch and tournament modes and a time trial mode that all do exactly what you'd expect. But it's not really enough to convince you that this is anything more than run-of-the-mill racing. If only the ground was the sky, then everything would be alright.

Sam



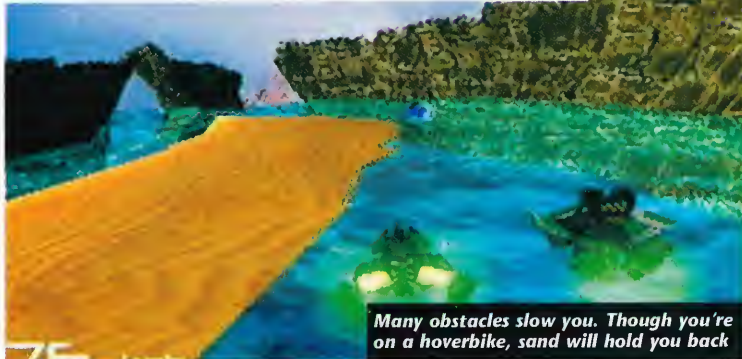
In the arena levels you have to kill 10 opponents before you can move on



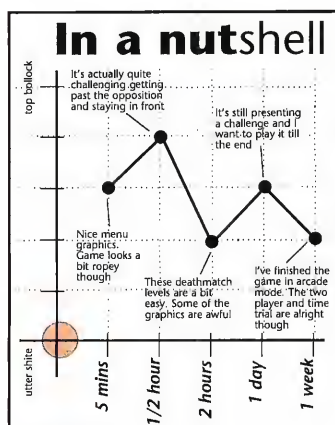
If you can overtake an opponent it's not that difficult to blow him away



Some of these tunnels act as shortcuts. Hidden amongst trees and waterfalls



Many obstacles slow you. Though you're on a hoverbike, sand will hold you back



The Verdict

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★★★★

Out now £34.99

360° is by no means a classic racing game, but it has many good points. Though the races never quite reach the adrenal heights of Wipeout, it is addictive, and there's plenty of visual and aural elements to stimulate the senses.

Alternatively: Rollcage - Psygnosis ★★★★★

dual shock • memory card • two player

Published by Cryo Interactive

PRO 77%
Rated

Um Jammer L

Funked up, finger twisting guitar tunefest in a Parappa the Rapper style! You gotta believe!

Wouldn't it be brilliant to actually live in a musical? Ignore the obvious drawback that you'd only live for about two hours and it's pretty much all plus points as far as I can see. Think about it. The joy of unwrapping that Scrumdiddlumptions bar and seeing the last Golden Ticket glinting in the dingy light given off by the only candle your pitifully impoverished family can afford. Don't you try telling me you and Granpa Joe wouldn't dance like goons around the bed, because I know you would.

Or imagine the feeling you'd get, hammering up a Swiss Alp, the crisp air, as clean and fresh as a nun's fanny whipping through your hair, yodelling like a good 'un and belting out *the hills are alive* at the top of your voice. Talk about exhilarating! Best of all though,



what about getting away 'wiv nicking all them fat wallets what the toffs 'ave got wivout getting brung up before the beak'? Only after a few lessons from that juvenile delinquent Dodger and wily old Jewish child-abuser Fagin of course, 'my dear'. *You've got to pick a pocket or two* indeed...

There is a point to all this misty-eyed nostalgia though (there'd better be, or you can forget your money mate! – Lewis). Um Jammer Lammy – essentially Parappa 2 – evokes exactly that feeling. In the truest of musical traditions, and in an infinitely superior way to the original, Lammy uses music to get herself out of all manner of tricky situations and nobody seems to mind. Just like in the real thing. If I can't get that point across then this isn't be a proper revue! Sorry, review.

At first glance, after parting with your thirty notes, I guarantee you'll feel ripped off, and most likely will feel like doing some ripping off of your own down at Sony HQ. Hold your horses though mateys, because if you don't change your mind within 15 minutes



'None of that rapping nonsense this time, now you're grinding out power chords like the 'axe cat' you were born to be'



If only John F Kennedy JR had been a better Um Jammer Lammy player!

then our very own Paul Roundell has promised to sing Wonderwall while riding naked on a fluorescent yellow scooter through Manchester city centre with a greased cucumber jabbed up his arse (I'm quite looking forward to that actually! – Paul).

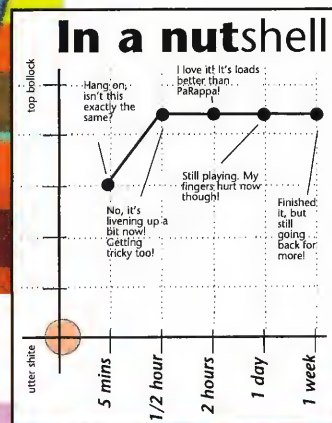
Okay, so it's essentially more of the same. Symbols corresponding to the ones on your joypad flash across the screen and it's up to you to press the buttons at the right time. Do it well and you'll move on to the next song, muck it up and you'll shamefacedly have to do it all again. All this is accompanied by a tune (it's all about the tunes man! Groovy!) that helps you with the actual timing of the button presses, and the fast becoming trademark Flat Stanley style

paper thin graphics that serve no purpose at all other than to brighten up what would be an incredibly dull blank screen without them!

Stars this time are ultra-cool teenybop girlie band Milkcan, and Lammy plays guitar. Seeing as you play Lammy that means you play guitar too! That's right, none of that rapping nonsense this time, now you're grinding out power chords like the 'axe cat' you were born to be!

Old favourites like Chop Chop Master Onion pop in to lend a hand (and some vocals), but you'll be grinning like a loon when you meet the new hyper-surreal tunesters that crop up as you work your way through (the caterpillar midwife really does defy belief!). I won't spoil it for you though, it's all part of the fun...

lammy



The differences are admittedly subtle but without exception are vast improvements. The story plays a much more important role this time around and some of the key combinations are so complex that even the closest friends of Madam Palm and her five lovely daughters will have good reason to worry about not coming out of a session with a severe case of finger twistage!

You can't get away from the fact that you're just pressing the buttons in a pre-defined order, but there must be more to it than that surely? Otherwise it wouldn't be so mind-numbingly addictive would it? Well there isn't, but it is!

Forget your your worries about whether it's worth it or not, the PaRappa series in no one-hit wonder. Lammy rocks and you'll be a bigger idiot than Pete Best if you quit now! I just couldn't sleep at night if I let that happen, because, I'd, do anything, for you readers, anything, yes I'd do anything, for you. Etc. Just buy it!

Steve



The Verdict

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★

Out now £34.99

It's more of the same, but this time it's longer, harder and a much better all round game. I doubted the wisdom of ditching PaRappa's tongue-twisting hip-hop choons, but Milkcan's rock 'n' roll power chords work even better!

Alternatively: PaRappa - Sony ★★★★★

dual shock analogue • memory card

Published by Sony

PRO 90%
Rated

RC Stunt Cop

The most ecstatic and excruciating game ever!

You can stick it upside down, but remember your controls are flipped too!



Try a loop-de-loop or barrel-roll, or just try and stay airborne for a change



Airmail model club

Check out the local RC copter pilots, you can spot the good ones from the bad, they're the ones with limbs and fingers missing, several black armbands indicating each child's head they've severed and their copter looks more like a ball of cellotape than an aerodynamic stunt machine.

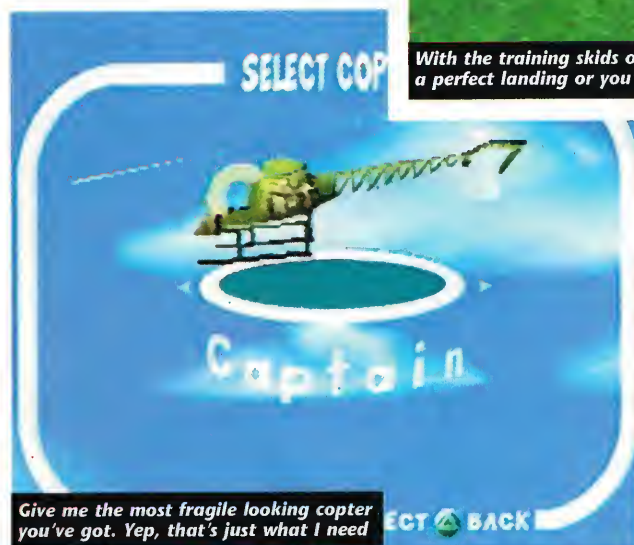
Not so Graham Broomfield, Chairman of the Parkway Model Flying Club, Sale, who took RC Copter for a rotor and gave us his expert opinion on the game.

"It's very touchy, with the level of difficulty being immediate, but all the controls are spot on and the analogue pad is very close to a real

controller. Everyone starts out by over controlling the helicopter, often crashing and taking up to six months just learning to hover, and with blades costing as much as £40 per smash into the ground, this is an ideal training tool for would-be RC helicopter pilots"



ter



Give me the most fragile looking copter you've got. Yep, that's just what I need



With the training skids off, you'll need a perfect landing or you're history



Suicide is painless – especially when you MASH a remote control virtual copter



Look at the carton of pop! Look at the balloons! Look at me crash and burn!



I seen a humming bird – I seen a dragon fly – I seen you crash and seen you die



Pinch your thumb and forefinger together and then ram them up your left nostril. Go on – get them right in as far as you can without splitting the skin. Now squeeze down on a nosehair and try to get your nails closed in around it. And now... yank down as hard as you can!

Your head should be buzzing, your eyes watering and you'll be swearing like you've just been circumcised, but you still won't have a hair – and that's what it's like playing RC Stunt Copter, one of the most painful and frustrating games

you'll ever play. And the thing is, you'll be screaming out for more!

Why's it so frustrating? Well, your driving skills will do you no good here, your shooting prowess means shag-all, and your ability to bound from platform to platform like a gazelle about as useful as a joss-stick in a septic tank. This game has one of the steepest learning curves of any game, and there're no cross-over skills to be taken from any other genre – you're flying blind for this one – literally.

If you own an analogue pad (and you'll need one to play this game since the digital's useless) you know that only certain games give you the sensitivity to

same direction, sending you either up or down (not too difficult eh?). It also spins you left and right so that you can do a complete 360° (again, what's so hard about that?). Ah, but now if you're spinning to the right you'll also need to be holding slightly forward too, so that you stay airborne. Okay, so Einstein's not needed yet, but there's more!

The right analogue stick (you didn't forget that did you?) controls cyclic pitch – which affects blade height individually – this means that if you want to fly forward you've got to: push up on the left stick, hold forward slightly on the right stick so that the copter is angled

forward, then increase the collective on the left stick because you're falling slightly and away you go! Aw wait, did I mention turning?

So you'd imagine that you'd be throwing the

hitting the broad side of a barn (or you can take out the grazing cow and cut yourself a side of beef). Hit the centre of the bullseye and you unlock more copters from the hangar.

Next you're into the first level, where you've got to hover over sewer vents, land on targets, pop balloons and fly through the goal posts of an American football stadium. Each level changing slightly as you complete them, moving from shooting tethered balloons, to

'Your head should be buzzing, your eyes watering, and you'll be swearing like you've just been circumcised!'

What would happen if I pressed this button? Ah – anyone have any Bostik?



make using it worthwhile. Racing games can be both over and under sensitive, forcing you back to the digital option. But imagine the most sensitive car steering ever taken off the horizontal axis and put into a totally 3D environment where you can steer in any direction and you'd be right in thinking that it would be a complete nightmare! Because it is!

Left analogue stick controls the collective pitch, raising the blades in the

pad at the screen every second, wouldn't you? Well, you're wrong. The addictive pull of the game is immense, and you're driven to have just one more go, thinking all the time that you're getting better. And strangely you do, drawn in by a set of tasks that are comic, hilarious and absolutely compelling, forcing you back again and again. In training you're gently led into the game, practicing hovering and landing before you're given a shot at

Do dragonflies bite? Can dragonflies hover without crashing into the water?



You'll hit the cow and the tractor and probably the house, but not the barn!



The nibbled bits of Red Leicester are your very handy training stabilisers



Hammer farmyard animals with your motorised chopper – at home too!



Follow the mission or use your rotors to slice a shank of ham off this fat wap



hitting floating ones, then you've got to hit balloons with kids holding onto the string. Pop one and the kid falls screaming into a pit – top stuff! My favourite is the shooting gallery, where pigs, ducks and rabbits trot, fly and hop in front of your gun-mounted copter, just asking to be blasted!

Each copter has different handling abilities, from the unsteady MASH rescue helicopter to an Airwolf style monster that's just too cool. To begin with though, you'll be flying a bog-standard one that's fixed with a crash frame that limits your inept attempts at landing and flying the thing. But once your stabilisers are taken off, you're

going to be pummeling into the ground faster than a one-legged kangaroo.

You can also choose a free flight from the menu, where you can select any copter, even the ones you haven't unlocked yet, and try your stunts out in a series of mad environments, from soldier forts to Easter Island (okay, that doesn't sound too wacky, but they're odd - trust me). And you can even control a dragonfly skimming over a pond doing barrel rolls and loop-de-loops with a trout splashes about beneath.

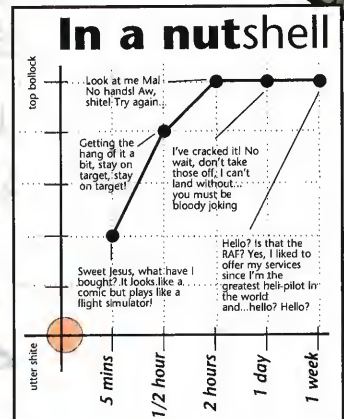
Whilst you're flying about, minding your own business, the most annoying, I mean cleverly implemented commentator criticises, erm, passes hints on everything you do. He's a Yankee know-it-all. Mocking you, blowing raspberries and generally taking the piss whenever he can. It's initially very funny, then as you can't complete a level, he gets irritating and finally you're flying mute for most of the game. He does add to the must-beat-the-bloody-level addiction though, as you're just dying to make him eat his words

The two-player section needs a special mention, since it again plays the joker rather than delivering a straight split-screen game, although I doubt that the PlayStation could handle that since this is pushing it to its limits. Player one flies a level whilst the other player gets to taunt and put the other pilot off by



'Hit balloons with kids holding onto the string. **Pop one and the kid falls screaming into a pit – top stuff!**

Colin Jackson kiss my spinning ass, this is the only way to take hurdles



The tankers on fire! You must save everyone now! Isn't that pizza? Decisions



And for my next trick I will levitate the Giant pyramid and crash into the floor!



'You're going to be pummelling into the ground faster than a one legged kangaroo'

sticking a huge great ruddy hand over the middle of the screen, blocking player one's view and usually sending him for an unscheduled trip to the model shop for repairs.

As I said, this is pushing the PlayStation to the limit, but not really in the graphics department, since the cartoony look, which suits the game perfectly, is there to cut down on the detail needed to push the simulator. I say simulator carefully, so that you don't think - PC crap, because this is about as lively as a realistically handling helicopter game ever could be.

Okay, so the camera sometimes spins around erratically, but you can fix it with

the shoulder buttons, and apart from that it's perfect, giving us a new genre game for the PlayStation that saves you spending £1,000 on the real thing just to stick it through next-door's French-windows on the first attempt. It's also hundreds cheaper than the high-end PC helicopter sims that start talking about the yaw and tail rotor command set-up - sweet Jesus!

It's a simple, yet oh so bloody complicated and tricky RC Stunt Copter cartoon-sim that is just about as perfect as it can be on the PlayStation. No one will buy it though, since it doesn't fit into any of the existing genres and it's about as easy to explain to someone as... well, you've read my review. But I plead to your experimental side to take this home (don't even play it in the shops, you'll get frustrated and walk away) and loving devote the rest of your life to it. It's worth it.

Lewis



The Verdict

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Lastability ★★★★★

Out now £39.99

The greatest and only RC helicopter game on the PlayStation, and the best even if there were hundreds already out there. You've got to try it. It's the Dr.Pepper of PlayStation games, except it doesn't taste shit.

Alternatively: Nosehair pulling - Mirror ★

dual shock • analogue • memory card • two players

Published by Virgin Interactive

PRO 93%
Rated

Omega Boost

Top bollocks blaster that's been peeled back to its essence and pumped through a 1000 watt amplifier

What is a shoot'em-up? I bet you thought you knew didn't you. Well you're wrong. If you're doing anything else but dodging flak and pumping the trigger finger you're playing some bastardised cross-dressing genre and that's just not good enough.

Let's get this straight from the start, Omega Boost is a shoot-em-up. It's not an arcade adventure, or a driving game where you happen to have a Gatling gun strapped to your bonnet. This is a pure, unadulterated and refreshingly bullshit-free boom-badda-boom action game that never lets up, never changes its style and once you get into it, you'll always want to come back for more.

kills, thrills & belly-ills

You think that you've been absorbed by game before? No you haven't. You could scratch your nose or drink a cup of tea. You'd save your game and come back to it later. Get sucked into the pure genius of Omega Boost and you can't even blink.

Your heart won't act like it should and you certainly won't be able to ask your



Blow away it's sections and it'll re-form. The screaming head's funny as hell

mate to squirt water in your eyes to stop the dried up prunes from cracking. There's a plot to the game. It's nonsense. There are full motion video sections to keep the easily pleased happy. You won't want to see them. You will play the game. You will kill masses of aliens and

Boost's finer points? Tell me about the shops and the RPG elements. Sorry mate, this game ain't for you. You start off with a highly manoeuvrable mech equipped with three

'This is a pure, unadulterated and refreshingly bullshit-free, boom-badda-boom action game that never lets up'

you will be satisfied.

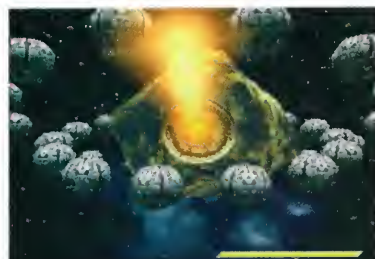
But you're a driving game nut, you like to fiddle with options and earn money so you can take your virtual hotrod to a virtual car wash. What about Omega

types of weapons. That's it. What, no weapon bonuses? No customisation? No secret "pantie" modes? Not even the slightest whiff, it's just you against the most beautifully designed aliens ever created. Don't moan about the lack of extras, they're usually just cosmetic nonsense to give the impression of value for money anyway.

You've got your Vulcan cannon. Bhudda, Bhudda, Bhudda! You've got your homing missiles. An entire formation is dead in one volley of trailblazing death! And you've got your "Boost" weapon. Oh no, it's an entire fleet of capital ships and they're pissed off. No problem. A burst of Manga energy and your mech will hurtle through space at blinding speed. It's not a mech anymore, it's Halley's comet and it's locked on a collision path for every mother loving ship in the fleet. A blur of light and every hull is breached. Time to



This little eel puts up one hell of a fight. A few good shots'll do it in



Mothballs of death won't stop you completeing level one straight off



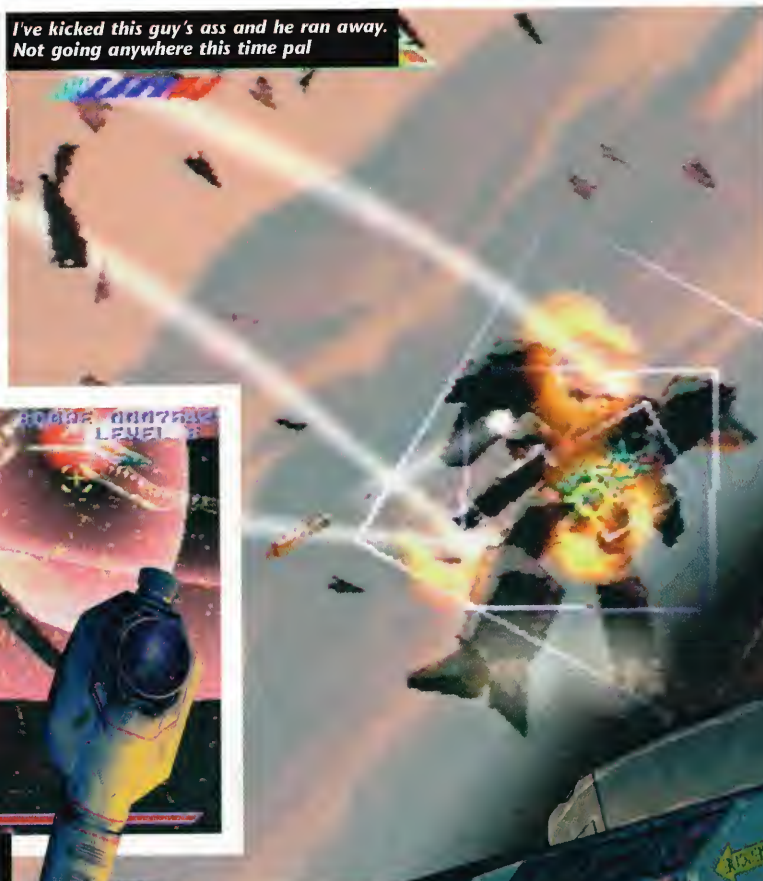
You won't find bigger explosions this side of the Piper Alpha oil rig disaster



Those Red Arrows are smug gits. Well here I am and I've got a big gun. Die!



Chuck wished he hadn't had those ten pints and was about to chunder



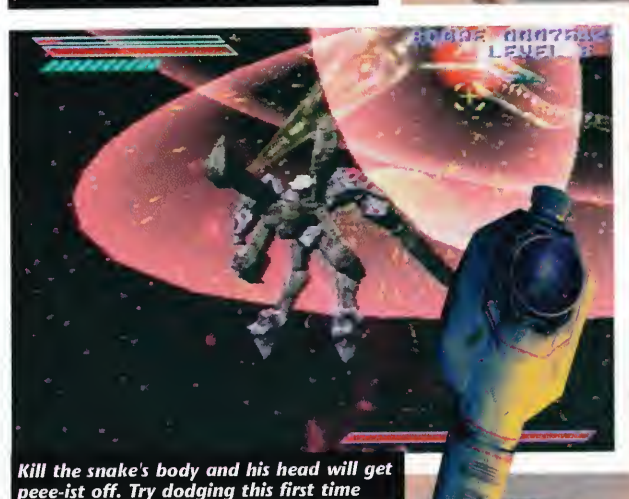
I've kicked this guy's ass and he ran away. Not going anywhere this time pal



Marilyn Monroe's autograph. What can you see?



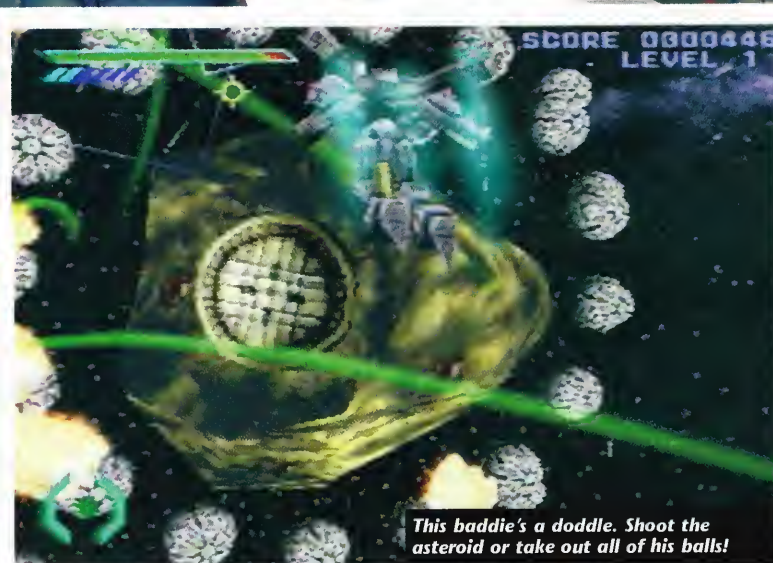
Replays can be saved and watched over and over. Sounds daft, but it's great



Kill the snake's body and his head will get pee-ist off. Try dodging this first time



It's the law of the shoot'em-up. A shot in an eye will kill them quickly



This baddie's a doddle. Shoot the asteroid or take out all of his balls!



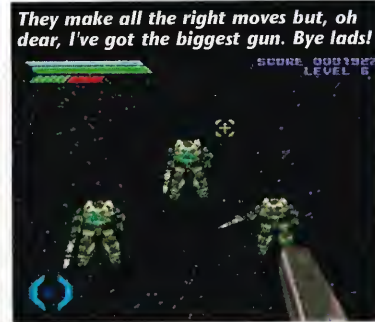
Rockets won't hurt you, but mini-satellites they launch will. Cool design!



The space station is huge and you can take it appart piece by molten piece



Once this baby blows, cover your eyes. Only three weapons my arse!



They make all the right moves but, oh dear, I've got the biggest gun. Bye lads!

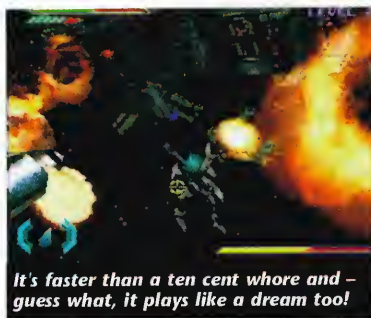
let the jaw-dropping graphics do their thing. Light pours out of the ruptured hulks, stereo sound gets your ears all horny... and then there are the pyrotechnics. Forget any explosions you have ever seen and book yourself into a retina transplant clinic. This baby is going to burn.

digital whores

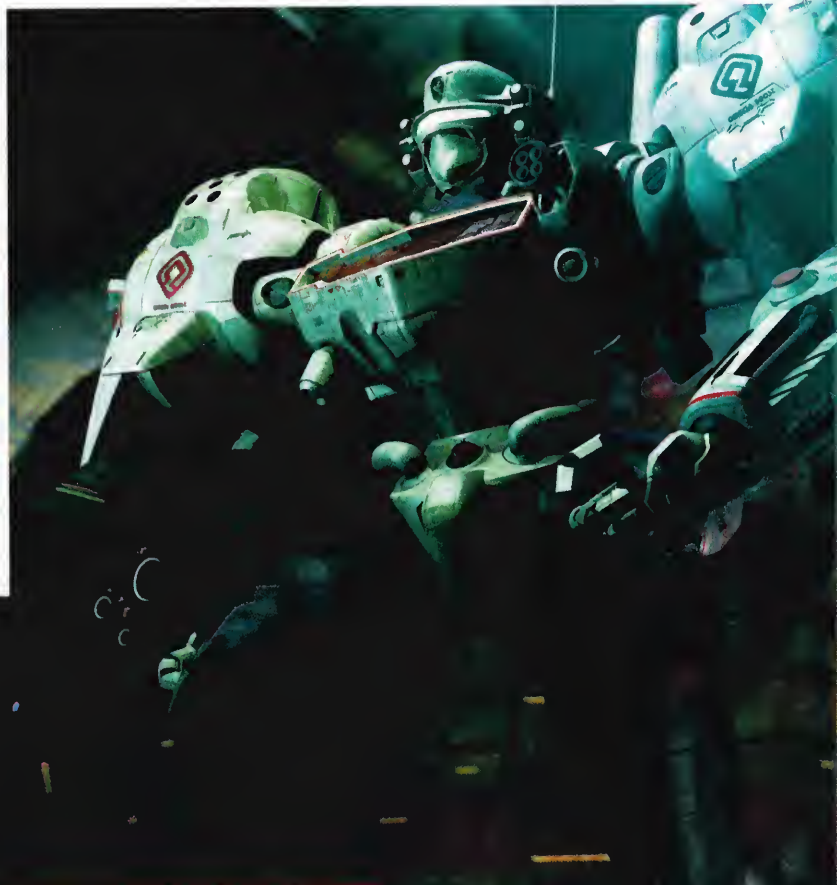
On a lesser game you'd complain about the lack of extra weapons. But not here. You're flying a huge mech. Well, you think it's huge – then you see some of the enemy ships. Kiss goodbye to your sense of scale, you're no bigger than a mosquito. They, on the other hand, are the size of a hog with an insane lard addiction. Ooh, that's fair! No it isn't, they don't have a child-molester's chance in hell against your manoeuvrability and primeval aggression.

purity & violence

This beast runs in full 3D and you can go anywhere. Nip around the bastard. Take out the gun turrets. Blow off its head. Do whatever you want because this is an operating table and you're the surgeon. Ever seen an ant sting a fat-arsed caterpillar to death? That's you, that is!



It's faster than a ten cent whore and – guess what, it plays like a dream too!



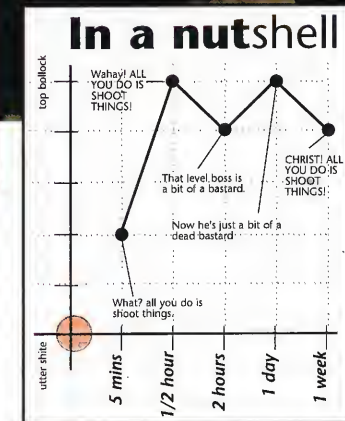
Go-Go robo Compo.

Not only is Omega Boost a boss-rock shoot'em-up it's also, funnily enough, the name of a vitamin-herb multi mix that's designed to boost your energy and give a far smack in the chops to your immune system too. Listen up readers, can you think of any other game that sounds like a totally irrelevant consumer product? Drop us a line and tell all. Five of the funniest will each win a copy of Omega Boost and a Dual Shock Controller.



If you don't like pure-born shoot'em-ups, this won't change your mind so move along. If you know the difference between a block-rockin' action game and a fancy engine wrapped up in a marketing campaign, get hold of Omega Boost. Don't bother writing in and

complaining that you forked out for a game where all you do is shoot big Japanese megaliths. That's the point, that's what Omega Boost does and it does it with blinding style and the confidence to truly believe that sometimes killing is enough. Will



The Verdict

Out now £39.99

Graphics ★★★★★
Sound ★★★★★
Gameplay ★★★★★
Stability ★★★★★

It's the best shoot'em-up on the PlayStation. Fact! If you're a fan of R-Type, but want to see it in true 3D, with awesome sound and the best graphics you'll see this side of PlayStation 2, Omega Boost is definitely for you!

Alternatively: R-Type Delta - Sony ★★★★★

dual shock • memory card • one player

Published by Sony

PRO 90%
Rated

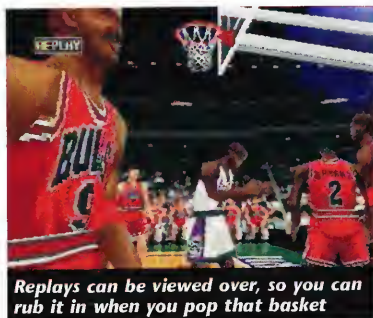
NBA Pro '99

Polished hoop shooter that puts the chicken in the basket before it's cooked

It's hard to imagine the British ever being as gullible as the Americans. Can you see us Brits filling stadiums to join in the jiving and taunting at a 'professional' wrestling event? No. Just as you would be surprised to see a sell-out crowd at Wembley shouting "put it in the basket, Chief" until their noses bleed. Maybe there's just not enough giant people over here. Basketball just won't wash with us, and NBA Pro '99 does 'F' all for the cause.

hoop dreams

Beginning with the usual hi-octane America's fabulous intro, NBA Pro '99 immediately gets the tag 'nothing special', with low quality video of the NBA Allstars doing their stuff on the court flashing past. A promising array of



Replays can be viewed over, so you can rub it in when you pop that basket

options then turns up on the first menu. By choosing Exhibition, you can pick one of the 29 NBA teams to play as, and head straight into a game. The NBA Playoffs will lead you straight into the first round

'You won't be fussed with the wealth of options, since the gameplay's atrocious'

of the playoffs. By opting for three point shootout, you can indulge in the basketball equivalent of a penalty shootout, where you have 60 seconds to shoot 25 balls.

The NBA Allstar option allows you to play an exhibition game with the stars of

the famous basketball organisation, and Dunk Contest tests your memory as well as your basketball skills. To perform well in the Dunk contest, you must memorise a command as it appears on the screen. When it disappears, you need to enter the command to shoot the hoop.

There's no doubting that features like the Dunk contest, together with options to create your own players and a variety of offensive and defensive moves give NBA Pro '99 a mighty push. It's a shame that if you bought this game, you wouldn't be that fussed about these well thought out options, since the gameplay is pretty atrocious.

The basketball players reactions to your button presses are pretty damn slow, as if they're thinking about it, and it's just too easy to score a basket by hoofing the ball from anywhere in the opposition's half. The only basketball game that comes close to the real thing is still NBA Live '99, so buy that and leave this well alone.

Sam PRO

8 players • memory card • dual shock

Published by Konami

PRO 37%
Rated



The game features a mass of special visual effects like reflections and lighting



Ref prepares to launch the chicken. Just look at them dribbling with excitement

The Verdict

Out now £34.99

Graphics ★★☆☆
Sound ★★☆☆
Gameplay ★☆☆☆
Lastability ★

Basketball is one game that's never reached its peak on PlayStation and NBA Pro '99 falling down the other side. The options and moves are always overshadowed by the slow players and the ease of scoring. It's just pants.

Alternatively: NBA Live '99 - EA Sports ★★☆☆



Depending on your build, that guy'll either tackle you or run away crying



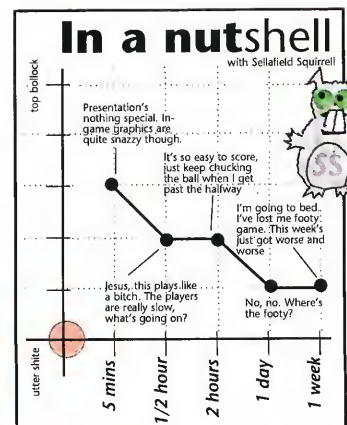
By creating players you can adjust their looks, build and how they play



Once you get past the centre there's a chance you'll hit the basket if you shoot



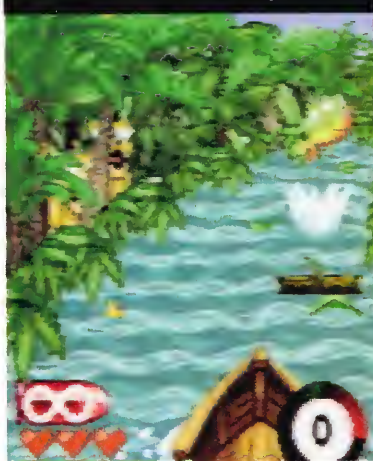
You can switch between players at any time by tapping the circle button



Point Blank 2

Frantic cartoon shooter sequel that shoots from its 'ever so' hip

The freaky, friendly, khaki twins get themselves in all sorts of scrapes



You'll have to get used to Dr Dan and Dr Don's 'unique' brand of humour



There's more games than you can shake a stick 'with a red thing on the end' at



Bad Toons

What's all this? Big, fat hunters in khaki get-up blowing away cuddly toys? Little kids running around with shooters? What is the world coming to, it wasn't like that when I was a kid. Bollocks it wasn't Grandad. Point Blank 2 may paint a rather disturbing picture of today's colourful cartoon culture, but it's not like we haven't seen this kind of animated, orgy of untold violence before. Just have a butchers at this ugly lot:



They do this in Wales. But they don't shoot at the outside of the sheep there



Akira took cartoons into the manga generation with its realistic violence



Tea time now means Simpsons and the brilliant Itchy and Scratchy bloodfest



The art of sadism was never better illustrated than with Tom and Jerry

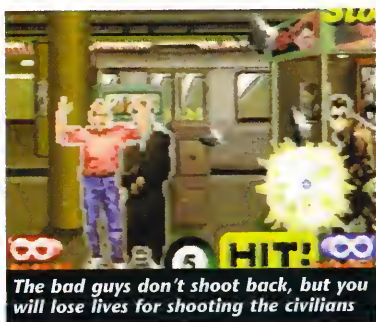


As the difficulty increases, puzzles are more taxing. Hey kids, maths is fun

Don't shoot people in bright clothes. They're civilians and are already victims of fashion

Dr Dan and Dr Don may not be household names, but these rotund Mario lookalikes appeared in the finest lightgun game the PlayStation has ever seen. Point Blank was lacking in graphical balls and audio style, but its playability factor was right up there with the most addictive titles available.

The rules were easy to understand; plug a lightgun into your controller port, choose from the many shooting games available and aim your piece at the screen. The game then tested your accuracy and reflexes by bombarding you with cartoon images of targets (which would ply you with masses of points if destroyed) and bogus items (which would take away your lives if they were shot). Simple, fun, brilliant.



The bad guys don't shoot back, but you will lose lives for shooting the civilians



Roadrunner always got away, leaving Wile E. Coyote to suffer the consequences

This is Point Blank 2. At first glance it doesn't look that much different from the first instalment. The basic, cartoon graphics are in the same style as the first game, even the mass of shooting games look pretty similar to those in the original. It doesn't so much look like a sequel, but

more like an extension of Point Blank 1. But there are a few significant additions.

shooting fish

Point Blank 2 uses a colourful menu system to guide you around the game. After setting up your revolver of choice (you can plug up to two light guns into your PlayStation controller ports, or take the nails route and shove in a controller), you're introduced to the game's options. From here you can enter Training mode, Party mode, Theme Park and Point Blank Castle, or opt to adjust the game's options.

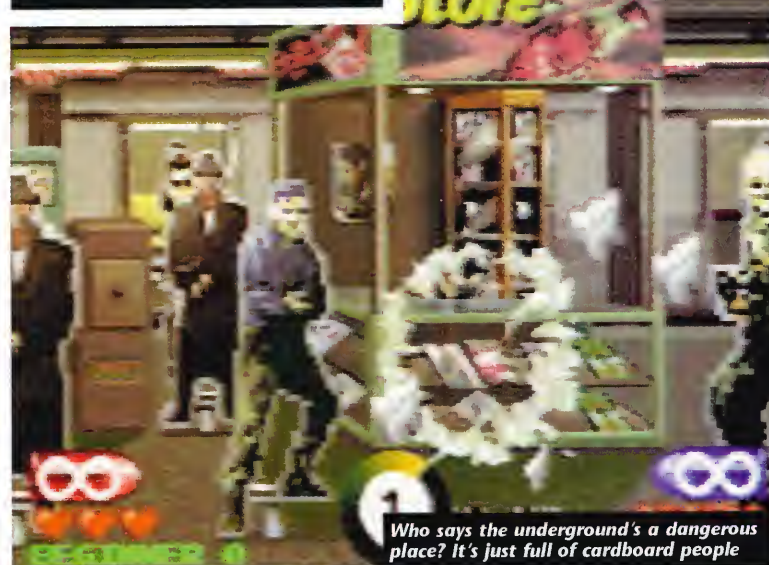
The whole booty is compiled of hundreds of shooting games. Each of these games is set-up in a coconut shy stylee, with a window in which you aim your gun at a number of targets and attempt to blow them to 'damned if I



In co-operative mode, make sure your friend isn't too loose on the trigger



Retro hell. This Galaxians game is one of the more difficult shoot'em-ups



Who says the underground's a dangerous place? It's just full of cardboard people



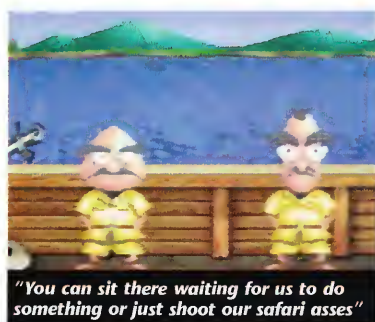
If this looks easy, well it isn't. Just shear the sheep without blowing their heads off

know' in a given amount of time, or with a limited amount of ammo.

The Training mode gradually introduces you to this totting spectacular by giving you a choice of sub-games to practice your holster twiddling. On each game's introduction screen, in this mode, a graph is set up that measures your score. As you play the sub-game again and again your performance is rated over time, so you can get an idea of whether you're improving or if you're just a low rate chancer with the ol' shooter.

shooting blanks

Point Blank 2's Theme Park mode replaces the wafer thin RPG story mode of the original. In this mode you take on the role of a small boy with a big gun (I bet he's popular at school) as he searches for the king's daughter and clears all the puzzly games on the way. This new adventure is a whole lot more satisfying



"You can sit there waiting for us to do something or just shoot our safari asses"



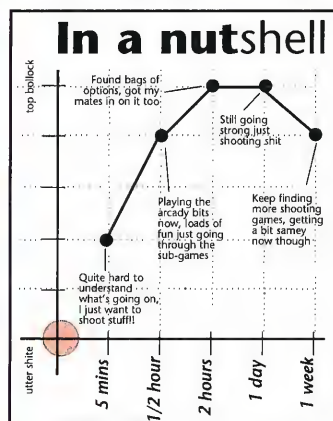
Games go from strange to bizarre, from shooting crims to shearing sheep

than the original's story mode, and features various shooting sub-games that don't appear in the other modes.

Party mode allows you to get a bunch of pals in on the act. Up to four players (if you're lucky enough to own that many light guns) can fight head-to-head on a choice of sub-games. As with most multiplayer games, this makes perfect post-pub entertainment and provides welcome relief from the challenge of the other modes. Point Blank Castle

'Listening to the tunes is like witnessing the aftermath of a ram-raided Casio keyboard shop'

holds the secret to Point Blank 2's primary single player games, whilst still allowing another player to join in. By taking this route you are introduced to three choices, versus mode, endurance mode



The Verdict

Graphics ☆☆☆
Sound ☆☆☆
Gameplay ☆☆☆☆
Lastability ☆☆☆

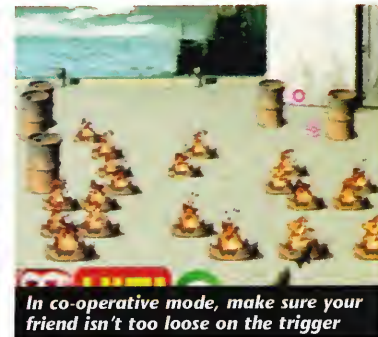
Out now £34.99

If the developers concentrated on making this game look and sound better, rather than trying to make it more interesting (which it doesn't need) they may have made a better game. But really, if it ain't broken, don't fix it.

Alternatively: Time Crisis 4 - Namco ☆☆☆



This levels gives you infinite rounds, at times you'll make do with little ammo



In co-operative mode, make sure your friend isn't too loose on the trigger



Some games are weirder than others. This one just looks like a bad dream

another game may feature red and blue targets on a rollercoaster, in which you score points for shooting the reds and lose lives by shooting the blues. To put it quite simply, this variety of target-popping action is Point Blank 2's only real selling point over the original title.

It's been a year since the original Point Blank hit our shelves and made a mockery of most other lightgun releases. Unfortunately, this sequel doesn't do much to improve on the that classic.

There's no doubting the massive enjoyment factor is still there in all its glory, but the graphics are seriously out of date in these days of hi-res magnificence, the sound resembles the aftermath of a ram-raided Casio keyboard shop and the cartoon style still looks a little alien to the serious subject matter of shooting stuff.

After looking at all these faults though, the fun of blowing away furry creatures and crims is still highly appealing.

Sam PRO

light gun • memory card • multi-tap

Published by Sony

PRO 79%
Rated

It's always the same, isn't it?

You're bang in the middle of a top notch racer when suddenly and for no good reason, your vehicle careers into a badly drawn shed and the rest of the cars leave you standing. If only you'd been using a Gamester dual force steering wheel you'd be on the podium with champagne flowing into every orifice you've got. Or you're choking to unlock the secrets of the monkey-god in Tomb Raider 9, but are struggling madly on account of there being no controller plugged into the port. With a Gamester coloured dual force pad you'd be raiding away like buggery.

Well fear not because now you can have it all!

Which is to say, five of you five lucky, lucky people, a "lucky five" or a fistful of fortunates, if you will - are about to have your controller device woes wiped away... forever.

Using these magic free controllers! And memory cards! From Gamester!

Ride 'em hard

Win your weight in gaming goodies for almost no effort! *

* based on weight of average newborn baby

Pro's got five fantastic dual force steering wheels, five tremendous coloured dual force pads and five each of 4mb and 2mb memory cards to give away with reckless abandon to a person who could very well be you. To win this bumper bundle of controllers and cards you need to do this.

Call **09013 803 611** and leave the answer to the question that we've helpfully posed below.

Calls cost no more than 25p, the competition closes at midnight on August 25 and all calls are handled by Telecom Express, London, SE1 7SP.

The Question
The controller in famed locomotive animation Thomas The Tank Engine could best be described as:

- a. A surly twat
- b. Fat
- c. Drunk
- d. Gay

If you'd much prefer not to receive promotional information from IDG Media or other companies please send your answer in on a postcard to: IDG Media, Media House, Adlington Park, Macclesfield, SK10 4NP. By August 25, obviously.

Find out what our team of experts think about every game reviewed in Pro this month. Need further convincing? Look right here!



chicken



james

G-Police 2

sony page 58

I found this hugely disappointing after enjoying the first. At times it's like looking at an 8-bit home computer. GP2 was always going to be a highly ambitious project; turns out it seems that it was a little too ambitious - new development team or not ☆☆

I really liked the original, but there's been no advances made with the sequel as far as I can see. If anything it seems to have taken a step backwards. A very disappointing effort after the long wait we've endured. I'd give it a miss myself ☆☆

360°

cryo Interactive page 62

It looks the part but is let down by dodgy handling, and with the impressive Wipeout 3 looming it's difficult to see where there's room for 360. I don't like knocking small software houses for crap games, but once again this isn't up to scratch ☆

This showed promise in its early days, but that potential hasn't been fulfilled at all. There's really no excuse for glitchy graphics and unimpressive weapons in this day and age. On a par with Jet Riders, so if you found that entertaining this is for you ☆☆

Um Jammer Lammy

sony page 64

Parappa was an office favourite and I enjoyed UJL equally. The songs are still catchy and the gameplay addictive. Things have hardly come on leaps and bounds, but as far as bizarre Japanese games go, you won't go far wrong with this ☆☆☆

Parappa was cool because it was original, but once you release a sequel that original essence is lost, and this franchise is already showing its age. It's still a fun concept, but there's nothing new on show, and Parappa is a lot cooler than Lammy anyway ☆☆☆

RC Stunt Copter

virgin interactive page 66

If you fancy driving yourself mental then this is the purchase for you. Intensely frustrating and at times as much fun as sparring with Tyson, but nevertheless a stunning project, perfectly completed on the PlayStation. Will take months to master completely ☆☆☆☆

After waiting an eternity for this it had to deliver, and it does just that - in massive quantities. A very cool game, but it's essential that you try before you buy as the control system is so realistic it can easily drive you mad with complete frustration ☆☆☆☆

Omega Boost

sony page 70

I'm going against the grain with this. I absolutely hate Omega Boost. It's gaming at its most basic, 80s worst. Like the best of supermodels this is very pretty with no substance. Fine if you like that sort of things, but I prefer something to get my teeth into ☆

I was a bit suspect about this title, and still can't make my mind up to be honest. The visuals are absolute top notch, with some of the finest subtle detailing I've seen, but the gameplay can be very 'one finger, one thumb.' Definitely worth a look though ☆☆☆

NBA Pro '99

konami page 73

The yearly influx of American sports games is upon us. We didn't get this to review until it was in the shops, so you can probably tell it was always going to be shite. They'll be far finer basketball games before the century ends. Wait for NBA 2000 ☆

Basketball just doesn't do it for me I'm afraid, but I'll give credit where it's due, and it aint due here. The NBA Live series still sets the standards, and this can't compete in looks or gameplay. Why buy this when many other hoop shooting options are so much better? ☆☆

Point Blank 2

sony page 74

More of the same from the Point Blank stable, but that's no bad thing. Played the first one to death and I'm sure I'll do the same with this latest incarnation. Serious fun with a laser gun, or is that somebody's else's slogan. Comes recommended ☆☆☆☆

Point Blank was a gem of a game that spans the ages and sexes, and this sequel will make sure the name lives on. It's bigger and even more screwed up than the original, and is easily the most fun you can have with a light gun. Just buy it ☆☆☆☆



will



sam



lewis

This is one of those games that you look at and go "oh, dear." It's hard to look at, dull to play and doesn't know that water flows downhill. Ignore this at all costs. If one of your mates buys it, never speak to them again ☆

The sexiest lamb to ever pick up a guitar and do a Hendrix is here. It's Parrapa, but with power cords rather than home-boy rap and plays like a dream. I've lost my heart to a lamb in tight clothing. Again! ☆☆☆☆

Few games that have such a shockingly tough control system are so rewarding that you'll actually feel as if you're in full charge of a tiny whirlybird. An unique idea that delivers on all counts. Buy it and learn ☆☆☆☆

As an arcade basket baller, this one does what it sets out to. Unfortunately, that means being as shallow as possible while having very simplistic controls. A few more buzzers and bells next time please ☆☆

I enjoyed this cute shooter, but wished that it was a little more hardcore. Shooting games that involve you blasting hot death at balloons just make me want to play Time Crisis and do some real damage. Rent it! ☆☆

I was really disappointed with this. Being a big fan of the original I was expecting a step closer to the true Blade Runner atmosphere promised by the first installment. Saying that, it still beats most shoot'em-ups into a bloody pulp and provides hours of fun. Still a pity though ☆☆☆

I can see why Parappa was such a winner when it was released, but I never really latched onto the hype myself. After playing the original quite recently I was disappointed, and this sequel does little to raise my excitement. Not my cup of tea then, but maybe yours? ☆☆

Creating a game about flying radio controlled copters was always going to be the developer's flight of fancy, and not the big crowd puller. Fortunately, though this obviously isn't going to sell like hot cakes, I found it to be an engrossing and addictive game ☆☆☆☆

As a big fan of shoot'em-ups I was really impressed by this 3D R-Type spectacular. The previews looked well dodgy and the finished version is a bit too basic to put it in the 'must buy' category, but there's plenty here to enjoy for fans of the genre ☆☆☆

Well though out missions (if a little easy) are wrapped up in a futuristic gothic dome-cities gone mad scenario that would have worked brilliantly but for the Spectrum graphics redraw. Perhaps we'll have to wait until PlayStation 2 before this can be done justice? ☆☆☆

One of the worst games I've played recently, which tries to be a Wipeout on water but drowns in tragic circumstances after dredging up pitiful graphics and a sensation of speed that's as fast acting as farting in the bath – slow bubble rising, then massive stench! ☆

I was a huge fan of Parappa and though a little thrown by the change from rap to guitar, the mad as tits gameplay and daftly catchy numbers make you an addict immediately. More of the same at the end of the day, but this is anything but samey ☆☆☆☆

Old school shooting action that strips away the ridiculous RPG elements and Manga fish of recent blasters, and delivers incredible visuals and mind altering aural effects. It's a no brainer for sure, but for a 10 minute adrenaline boost before the pub you can't do better ☆☆☆☆

Basketball games are clogging up bargain bins in my local games shop, and so any new game has to be stunning to warrant full price. This one isn't, so if you want to shoot a few baskets, rummage through a few bins instead ☆☆

Again another sequel delivering exactly the same but more of it. But this time the action is just too similar, so if you already own the first game there really isn't enough here to justify another splash of cash ☆☆

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THE X-FILES



UMJAMMER LAMMY



MISSION IMPOSSIBLE



TOMB RAIDER 4

MEET STEVE AT THE DISNEY KIDS AWARDS... CARNAGEBORN COPIES... AND LOADS MORE!

Nice Mems

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We've only got a few left! Probably. And they're going like hot cakes in a Cambodian winter! We should imagine. They're customised Pro memory cards and they're yours to buy on the cheap!

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Miss Bea reckons... **You'd be a right tit not to**



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t tips & tricks

Relief with

tips

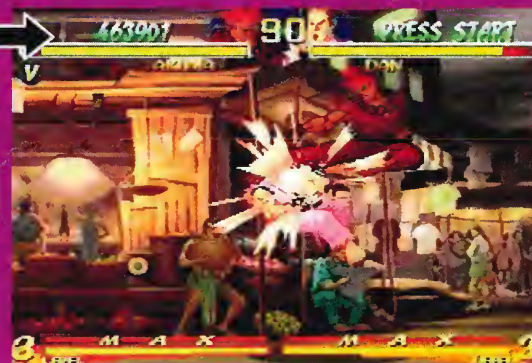
This month's PlayStation Pro's essential tips and cheats cover all the latest best-selling games for the PlayStation, from Command & Conquer: Red Alert and Wild 9, to Crash Bandicoot Warped, Alundra and Breath Of Fire. I can almost hear you moaning with pleasure!

Breath Of Fire page 86
Kay hits the town and look treat, again!

The summer may be coming to an end, but my tips and cheats are just as hot as ever! Whether you're having some tricky times with platform games such as Crash Bandicoot: Warped! and Wild Nine, or are merely struggling with your strategies in Command & Conquer: Red Alert, there's plenty of help waiting to be dished out to you. There's also the usual dribbling gibberish from you filthy fornicators, all of which has been appropriately dealt with. So what are you waiting for? Get stuck in!



Street Fighter Alpha page 84
2D ancient fighter gets the rough stuff



eats Miss B Sim City 2000



Fly, Be Free!

To enter flight mode in 3D mode, press \rightarrow , \leftarrow , \rightarrow , \leftarrow , L2, R2, Start, Start. To return to normal press Start again. This cheat allows you to fly around the city without being constrained to the roads as normal. The controls in this mode are:

R1Altitude Up
R2Altitude Down
L1Propel Forward
L2Propel Backward
 \uparrow Look Up
 \downarrow Look Down
 \leftarrow Turn Left
 \rightarrow Turn Right

General hints

- I) People only build a maximum of six spaces away from a road.
- II) People will only build if they have direct access to a powerline.
- III) People need industry to work in before they move into an area.

Free Credit

On the budget screen, hold Triangle, then press L1, L2, L1, L2, R2, R1, R2, R1. You can now have bonds at 0% interest.

City Map in 3D Mode

To bring up a translucent city map HUD with position indicator, press R1, R2, R1, R2, R1, R2, R1, R2. To close the HUD press L1, L2, L1, L2, L1, L2, L1, L2.

City Nights

To cycle night and day in 3D mode press \downarrow , \uparrow , \downarrow , \uparrow , L2, R2. To turn it off press \downarrow , \uparrow , \downarrow , \uparrow , L2, R2.

Fade to Black

To fade the screen to black press \downarrow , \downarrow , \downarrow , \downarrow , L2, R2. To pause the fade press \leftarrow , \leftarrow , \leftarrow , \leftarrow , L2, R2. To return the screen to normal press \rightarrow , \rightarrow , \rightarrow , \rightarrow , L2, R2.

Helicopter Cockpit in 3D Mode

To display a helicopter cockpit in 3D mode, press R2, L2, R2, L2, R2, L2.

To turn off the cockpit display press R1, L1, R1, L1, R1, L1.

Maximum Dispatch in 2D Mode

Use of any of the dispatch tools (Fire, Police, Military) will yield the maximum number allowable within SimCity regardless of the number of stations you have. To activate, use the normal arrow cursor to select and cancel the dispatch tool. Go to the status bar and press \leftarrow , \rightarrow , \leftarrow , \rightarrow , Cancel, Accept. Be sure your cursor stays in the status area while doing this.

Nugget Grab in 3D Mode

Use this sequence to bring up a trail of golden nuggets on the road. Collect these nuggets as you move around the city and increase your city fund! To activate, do the Chopper cheat eight times (do this by turning it on then off, leaving it on the 8th time), then press L2, R1, L2, R1, L2, R1, L2, R1.

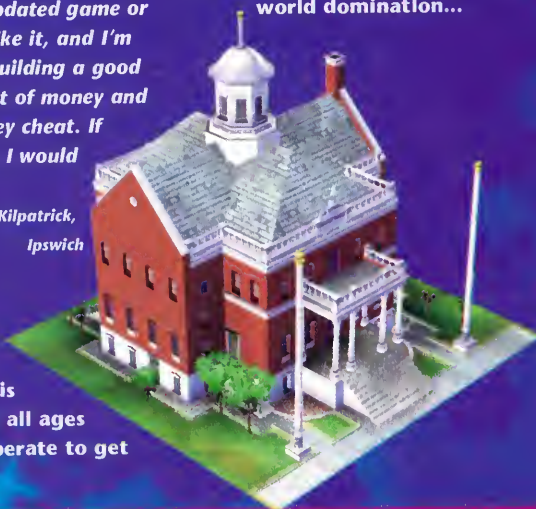
Q Dear Miss Bea, I would first like to start my letter by saying that all you sick minded sex raving mad people out there should get a life. Because I believe you own a cheat segment Miss Bea, not a 'write your own sex fantasy' segment. Am I right?

Anyway Bea, I would like some cheats for Sim City 2000 please. I know it is not a big updated game or anything but I really like it, and I'm having some trouble building a good city. I keep running out of money and I know there is a money cheat. If you could help me out I would be most grateful.

Yours faithfully, Matthew Kilpatrick,
Ipswich

things off their chest (and generally smear it all over mine). Call it a little oasis of pleasure if you like, but don't be fooled into thinking I'm a big softie - anyone who steps out of line gets the punishment they deserve....

But I'm flattered by your concern, Matthew, so I'd be happy to help you out with your quest for world domination...



A I think you're being to harsh, Matthew - after all, my section is popular with men of all ages all of whom are desperate to get

Alundra. page.87

Boring RPG loving cock needs help, desperately



Crash Bandicoot Warped page.88
Furry little 'coot gets out of trouble with these tips

Games this month

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Street Fighter Alpha

letter
star



Q Dear Miss Bea Havin,
After a recent birthday request went horribly wrong, I'm stuck with Street Fighter Alpha 3 instead of the lovely copy of Tekken 3 I so desperately wanted. However, I've decided to give it a chance, so I was wondering if you had any tips on playing it? And do you have any tips on how to subtly dump a girlfriend without actually telling her that it's because she's a daft cow who can't even get me the right birthday present?
Thanks gorgeous,

John Wilkins, Barrow-In-Furness

A Poor girl! I know she's made a terrible mistake, but there's no need to kick your lady friend out of bed just because of a game. Oh, but hang on a minute, isn't that what most of you boys do anyway?

Anyway, while you make a decision to keep her or dump her, delve into this goodie bag of delicious help for this overdone beat'em-up. And if you do decide to leave her, this photograph of me will surely get you through those lonely nights. Enjoy!

Fight as Evil Ryu and Guile:

Normally in a World Tour, the last stage will be "Thailand"; with Vega as the last Boss. However, if your fighter is at level 30 or greater, three additional stages can be accessed. The first bonus stage has Guile as the Boss. Defeat him to unlock him on the character selection screen. The next bonus stage has Evil Ryu as the final Boss. Defeat him to unlock him on the character selection screen.

Fight against Shin Goku (Akuma):

Defeat Guile and Evil Ryu in the first two bonus stages in a World Tour. The third and last bonus stage will again be in "Thailand", with Shin Goku (Akuma) as the Boss. Defeat him to unlock him at the character selection screen by pressing L2 while Goku (Akuma) is highlighted.

Fight against Super Goku (Akuma) in Final Battle:

Access "Final Battle" and select a character. Then, hold L1 + L2 before the versus screen appears. The versus screen will show your fighting with Super Goku (Akuma) to confirm correct code entry.

Fight as Shin Goku (Akuma):

Defeat Shin Goku (Akuma), then hold L2 and choose Goku (Akuma) at the character selection screen.

Fight as Arcade Balrog:

Access "World Tour" mode and win without unlocking Guile or Evil Ryu; play up to Infinite Super Meter M.Bison only. Once the credits are complete, access any mode, highlight

Balrog, then hold L2 and press any button. Arcade Balrog's Punch attacks are the same as his Kick attacks except for the D + HP and D + HK attacks.

Enable "Team Battle" and "Survival" modes:

Complete a World Tour with fair results (level 10 or so).

Enable "Dramatic battle" and "Final Battle" modes:

Successfully complete arcade mode on difficulty level 8.

Enable "Dual battle" and "Dramatic battle":

Complete "Dramatic Battle" mode twice, first using Ryu and Ken, then again using Juli and Juni. The order in which it's done does not matter. "Dual battle" allows two different characters to be selected in dramatic mode. This is limited for a single battle, with the CPU opponent being one of your two characters.

Classical mode:

Accumulate a total of three hours of game play under options. Then, highlight a fighter at the character selection screen and press Select to fight as the classic version. Alternatively, successfully complete arcade mode on difficulty level 6.

Saikyo (low guard meter) mode:

Accumulate a total of four hours of game play under options. Note: Saikyo Karin does not have the ability to do a 99% throw. Alternatively, successfully complete arcade mode on difficulty level 7.

Maji (LO) mode:

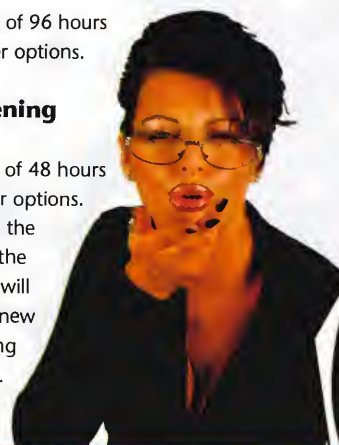
Accumulate a total of five hours of game play under options. Alternatively, successfully complete arcade mode on difficulty level 7.

All modes:

Accumulate a total of 96 hours of game play under options.

Alternate opening sequence:

Accumulate a total of 48 hours of game play under options. Instead of showing the arcade characters, the opening sequence will now show all the new characters (including Guile and Evil Ryu).



Wild

Q Hi there,
I am having trouble completing the game Wild 9. I've spent hours on it and can't seem to get anywhere. So please will you be my babe in shining armour and send me all the cheats you have on it?
Thanks,

Richard Evans, Porthcawl

A Darling, I'd be your babe anytime, but maybe wearing something a little more comfortable...rubber, maybe? Lace? Satin? Hardly the most protective materials on the world, but boy, do they feel good against a girl's skin...

But I digress. So you're having trouble with this under-rated torture'em-up, are you? Seeing as I don't mind a little punishment myself every now and then (but only when I've been a really bad girl), I'd be more than happy to provide you with some particularly good cheat codes.

10 Grenades

To gain 10 grenades, pause the game and press R1, Ⓢ, R1, ⇨, Ⓢ, ⇨, Ⓢ. You should hear a chime if the code was entered correctly.

10 Missiles

To gain 10 missiles, pause the game and press Ⓢ, Ⓢ, R1, ⇨, Ⓢ, Ⓢ, Ⓢ. You should hear a chime if the code was entered correctly.

99 Lives

This can take awhile but it's worth it. In the Centerscape level, the first pylon that blocks your view of Wex has



9

a 1-Up in it. Just jump up and get it. Now press **START** to pause the game, then hit **SELECT** to quit the level. Enter the **Centerscape** level again and the 1-Up will reappear. Repeat as desired up to a maximum of 99 lives.

Open All Levels

To unlock all levels, pause the game then press **↑, ←, ↓, R2, →, □, ○**.

Red Beam Mode

While playing, pause the game and press **→, ↑, ←, ○, ↑, ○, ○**. You should hear a chime if the code was entered correctly.

Restore Energy

While playing, pause the game and press **R1, △, L1, ←, △, ○, ○**.

Command & Conquer: Red Alert



Q Yo Miss Bea Havin, the smart and sexy cracker,

I need some cheats for Red Alert for at that I'm a lacker,

I saw the magazine last month and thought it was very groovy,

The way you handle all the boys, you must be a big smoothy,

Some tend to want to sleep with you, some want to see your jugs,

Some want to tell the tale of you underneath their rugs,

But you always take a stand, believe me I'm not lying,

The way you take a stand to them, you'd think they'd go home crying

From James Wolfe, Warlingham

A Seeing as everyone has cottoned on to the fact that I enjoy a good long poem once in a while, I'm afraid your rhyming couplets don't exactly qualify you for Poet

Laureate. However, seeing as you made a valiant attempt, I'm more than willing to assist in making sure that you get the most out of your artillery. Try these on for size...

Cheat Codes

To enter these codes, click on the **TEAMS**

menu with the **CANCEL** button (○ by default.) Now move the cursor over the following icons on the menu bar and press the **CANCEL** button on each.

1000 Credits

□, □, ○, ○, △, ○

Atomic Bomb

○, ○, ○, △, □, △, □

Chronosphere

△, ○, ○, □, □, ○

Reveal Map

□, △, ○, ○, △, □

Parabomb

□, ○, ○, ○, ○, △

Win Level

○, □, □, ○, △, ○

Soylent Green

This code either turns people into gold or adds their "value" to your money pool. In either case, it only works in multiplayer mode and you need to build a refinery first. ○, ○, △, △, ○, ○

Passwords - Allies

These passwords are for the Allied disk. To use them, make sure the Allied disk is in your PlayStation, then go to the password screen.

Level	Password
2	PJ1OC3IEW
3	ECSNAHTU
4	9BFVYZAZ8
5	P4XS4CZVC
6	FMNAE6U08
7	7XIQW4KQI
8	WPLAGLJ2G
9	4TNT8RJ2I
10	FZ0ZY7ZQA
11	X9FJVZJZI
12	5RNHTXLRY
13	J7VEWVT09
14	OLHDAPYHL
15	17LE3FDV

Passwords - Soviets

These passwords are for the Soviet disk. To use them, make sure the Soviet disk is in your PlayStation, then go to the password screen.

Level	Code
1	17DUXFJ6C
2	VMBWQ284
3	XN37MCCSO
4	LH06FZZQL
5	BUVV20LFF
6	AVYQ10YA8
7	LZRJTMQAN
8	YQX4C9GFH
9	1QES08LE0
10	RKP0UOXJA
11	CDLKYL7Q4
12	8T5GGDK25
13	X5CDE0KN8

Breath of Fire

Q Dear Madam,
I got *Breath of Fire 3* last month, and I've already got a problem with killing the bloody monsters. Because of this I keep dying, so please could you give me some help?

Nicky Lee, Sheffield

A The gentle touch is what you need, Nicky, and as you know, I'm always on hand to assist any man in his hour of need...

So you're having trouble bumping off those weird Japanese creatures in this strange RPG, are we? Then don't worry, I'm sure that I've got the cure for your affliction...

Beat Gaist Easily

Your confrontation with the sole living guardian besides Garr can be made simpler by getting rid of the two torches on either side of Ryu. At first it seems that they just replenish 25HP to Gaist, but in reality it also makes his fire-based attacks much more deadly.

Note: For a really easy battle, have Ryu equip something like Magma Armor that absorbs Fire-based attacks.

Beat the Dragon Zombie Easily

Battling with the Dragon Zombie after Ryu becomes older is almost always a tough battle because of its poisoning abilities. To quickly destroy this monster, have Ryu cast all his best heal spells on the Creature. This takes care of him in no time. This trick will work on any undead creatures, EXCEPT vampires.

Note: Do not use items! Healing Herbs and Vitamins will give HP back to the Zombies.

Change Names

In your Faerie Village, put three Faeries in a casino. Talk to the one on the left and she'll let you change the names of your party members, including those not with you, and other Faeries.

Control the Kaiser Form

When you choose the Kaiser, most of the time Ryu will be out of control. For better results, choose Infinity + Trance + Radiance as your ONLY genes.

Deis

To get Deis, go to Zublo Mountain AFTER you free her. All you have to do is go up the stairs when you enter Zublo Mountain, go up to the slab and press **3**. She will ask if you'd like to be her apprentice.

Note: you might have to go back there a few times because she will not apprentice right after you free her.

Easy Experience

Later in the game, develop the fairy village until you have a copy shop, and copy an Ivory Dice until you

have 12. Then use those dice in battle on an enemy (example: the Vulcans in Mt. Zublo). Depending on what enemy you use them on, you'll get 20,000 to 80,000 experience!

Using the Ivory Dice in battle increases the amount of experience points you gain in battle. Using it once doubles the points gain, twice quadruples the points gain, and three times multiplies it by 8.

Easy Ghosts

If you're having trouble beating the ghosts in McNeil Manor, use Heal on them. This even works on the boss.

Free Berries

For free berries go to the coffee shop and kick the tree with apples. The berries give you 5hps back.

Find the Wyndian Kids

After Ryu matures, you can apprentice yourself to the kids in Wyndia, but before you can apprentice to them you have to find them in a hide-in-seek game.

Here's where to find them:

Bais-in B3 of the Dauna Mine

Lang-behind a tombstone in the Wyndian cemetery
Lee-In the Eastern Wyndian Checkpoint, in a corner behind the guards

Wynn-in the lower level of Junk Town on the left side

Master of Agility

To get the fairie Meryleep to become your master, go east of Wyndia where there is a spring that is said to be home of the fairies. Have Peco run and knock a rock into the middle of the pool, and a fairie will appear. She will send you on a mission to get an object stolen from her by a crow. Then go to the mountain west of the Arena, and if you walk behind the mountain a "?" should appear. Enter have Peco hit the tree with the crow on it. Take the object back to the fairie and she will offer to be your master. Your agility will go up +2, but your Hp, Power, and Defence go down -1.

The Magic Master (Mygus)

After you have gone awhile through the game, go north of the town of McNeil and you will see a tree stump on the map (a question mark will show.) Enter it and go up and you will see an old man, talk to him. Whichever character is apprenticed with him will gain more INT and AP, but gain a little less Attack Power and Defense during level-ups.

The Master D'Ionzo

Near Windia, there is a coffee shop. Go behind it and there should be a girl walking around. You need 15 different kinds of weapons to get her.

The Master Emitai

After you get older, you can get Emitai as

one of your Masters. (Emitai is the leader of the second team you fight in the Tournament of Champions) After you get older, go near Ogre Road and follow the path north until you come to a hut. Talk to Emitai and he will tell you that if you pay him 10,000 zenny for his mortgage, he will teach you some of his spells.

The Secret Master

After you go to Windia the second time, there is a master. The way to get to him is: See the walls surrounding Windia, there is a pathway between the walls, continue to go through this way and you will enter a little house. In this house is a Master.

The Strength Master (Bunyan)

After you get farther in the game, go back to Bunyan's Cabin to make him a master for one of your characters. Any character apprenticed to Bunyan will gain more Attack Power and Defence, and a little less Intelligence and HP when gaining a level.

Thieving

While walking around towns and such you can steal a few zenny's here and there. Give the people a wack with your sword and they will pop out. Usually about four to six each time. This will even work on dogs and other animals.

Weretiger

When Rei rejoins your party he gains the useful spell Weretiger. The only problem is he some times attacks your party. To avoid this, at the start of the game learn INFLUENCE from a BOSS GOBLIN (Pink Coloured). Then after he rejoins have a slower character use it when he morphs.



Pervert's Paradise

Q Dear Miss Bea-Goddess-Havin, I think that you are the sexiest woman alive. I'm 21, and wondering if you're single, and whether or not I could have some pictures of you - the nude pictures would be best. Every issue of PlayStation Pro I buy, I flick through just to see your mammoth breasts. I would like quite a lot of pictures of them.

Yours hopefully,
Chris, Southampton

A What is this obsession with my breasts? They're pretty average really, it's just that everyone else is particularly underdeveloped. Honestly!

And as for nude photos, you'll have to grovel to Chicken, not me - he seems to have put them in a very safe place, out of the way of Wiii and the other sex-starved young men around here...

Q Dear Miss Bea Havin, I love people who look really sexy and that wear short tops (crop tops) or a bikini. Could you send me a picture of yourself, your arse and your sexy tits? I love your big tits - they're so big and beautiful to suck. I love you and I think you're my sex god, you are really fit and beautiful.

From S. Patel, Loughborough

A Thanks for the letter, 'S', but do you really fancy anyone who wears a skimpy outfit? Then you won't mind if I send you a limited edition picture of Gaz posing in his very sexy latex two-piece surf gear, will you? Believe me, it's a sight that only real men will be able to deal with.

Q Miss Bea Havin, We're writing to say how much we love you and your body. You may think we're kids who want to see you naked, but we're three single men who are mad about you and porn. Could you please, please, please, please (yawn) send us as many posters of yourself totally and utterly naked, and could you please sign them. Could you also send us some cheats for Lemmings and Oh No! More Lemmings? Thanks babe,

Daryl, Jon & Scott (three horny admirers),
Crawley Down

A I'll give you a tip, boys - try giving up the furtive rubbing and taking your hands out of your pockets while playing games - you might be able to hold the joypad better...

Q To Miss Bea Havin, I was just wondering if I could

have some sexy pictures of you because in issue 29 you in that bra I could just rip it off with my teeth. You are asking yourself how old am I? I am 18 and may be just too young but I can dream. I was wondering if you know how to do this one point on Broken Sword 2, the point when you have just fallen down a hole after pulling the lever and you end up in a corridor with two rooms. What do I do?

Love you loads,
Daniel Hughes, Lincoln.

A It doesn't matter how old you are, Daniel, you're never too young to taste the delights of an experienced woman. However, as you seem too hell-bent on getting your teeth into my smali-and-lacies, I'd forget the game take yourself off to the local psychiatrists before your obsession gets out of hand.

Q To Bea Havin, Yo baby! I love your mammoth breasts and your bottle shaped figure, your firm curvy arse and your smooth velvety legs. I was pissed off the other day because I saw in the newspaper that the girl who plays Buffy The Vampire Slayer was voted Sexiest Woman in the world. How the hell could that pitiful excuse for a woman and her measly, teeny tiny undersized,

miniature, microscopic, insignificant, unimportant, humiliating breasts ever compare to a delightful, pleasurable, unbelievable grown woman with fabulous, boundless, eternal, immeasurable, infinite, limitless, everlasting bra-ripping breasts and the most beautiful, admirable, attractive, brilliant, gorgeous, glamorous, fascinating, irresistible, superb, radiant, pleasing kissable body, in other words I'm talking about you. The gruesome, hideous, unattractive foul-smelling little chimp who calls herself Buffy isn't even fit to kiss your curvy arse or wax your long tanned dreamy legs or even behold your amazing, solid breasts...just thought I'd better tell you. With love and a stiffy,

(name and address illegible)

A Thanks for the compliments, but did you have such a problem trying to praise me that you had to swallow a dictionary to do it? I mean, I've never seen such a fine and juicy collection of adjectives in my life! As for poor Buffy - you don't like her very much, do you? Still, it must be tricky taking time out to undertake a full beauty regime when you're busy killing vampires all day. Mind you, I seem to manage it in between fending off your horrible, neckbiting iot. Back! Back!

Alundra

Q Dear Miss Bea, First, may I say you are the most sexiest woman I have ever set eyes on and it is always a pleasure to read your column. I would be very grateful if you would give me help with Alundra. I am very stuck so any cheats or tips would be great.

Yours thankfully, Peter Dempsey, Glasgow

A What a gentleman, Peter! It makes a nice change from the usual panting, trouser-tenters we usually get around here (and that's before I've even opened your letters - just ask Wiii). You're obviously a smooth operator when it comes to treating the ladies right, so I'd be more than

happy to oblige...with some Alundra help, that is...

Get the Legendary Sword

To get the Legend Sword (most powerful weapon in the game) you must have the "POWER GLOVE" given to you by Jess. Then you need to die and use the "QUICK RESTART" feature over 16 times (this can be done at any time in the game even before you get the power glove.) After doing all of that, head for the statue of KING SNOW which is east of INOA VILLAGE and use the power glove to lift the large rock blocking your way to the statue. Walk up to the statue and the screen

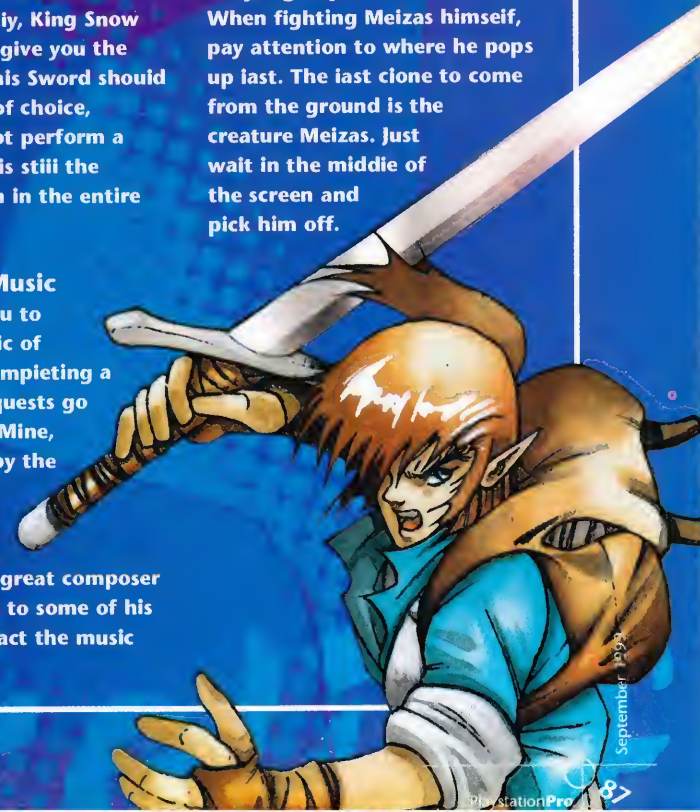
darkens, if you have done all of the above correctly, King Snow will pity you and give you the Legend Sword. This Sword should be your weapon of choice, although it cannot perform a charge attack, it is still the strongest weapon in the entire game.

Listen to the Music

This will allow you to listen to the music of Alundra. After completing a number of your quests go back to the Inoa Mine, there is a house by the stream, if you go inside and go upstairs you will meet Rohel. This great composer will let you listen to some of his music that is in fact the music from the game.

Playing Tips

When fighting Meizas himself, pay attention to where he pops up last. The last clone to come from the ground is the creature Meizas. Just wait in the middle of the screen and pick him off.



Crash Bandicoot Warped

Q Dear Miss Bea,
I have been trying to get all of the gems on Crash Bandicoot: Warped! and I've not got far. When playing I thought they were like you, beautiful but hard to get. Could you please state some cheats for me, as I don't suppose you'd be able to nip down to mine with them, would you?

Thanks, Mike Jordan, Leicester Forest East

A And you'd be right, Mike, I won't be able to nip down to yours with them, mainly because I'm a busy girl with lots of exciting events to cram into my life. Modeling, writing, parties, and other entertainments, I've hardly got time to catch my breath!

Anyway, here's the information in all its glory. And if you're still stuck, make me a good offer and maybe I'll reconsider coming round and giving you the personal touch...

Beat Dingodile

To beat Dingodile you must avoid the lasers he fires at you. When he is firing he is slowly destroying his shield of crystals. When there is a big enough gap to hit him run up (don't do this when he fires at you!) and hit him with a spin attack. When you do this run away because his little pack explodes!! Do this three times to defeat Dingodile.

Beat Dr.N Tropy

To beat this boss avoid the balls and beams of energy he sends at you. Eventually he will tire out and make little platforms next to his. When you're on his platform hit him with a spin attack. Repeat this three times to beat him.

Beat Neo Cortex

To beat Neo Cortex at the end of the game, you must wait until he throws his exploding mines. After they explode, immediately attack Cortex and knock him into the sewer. Do this three times to defeat him.

Watch out however, for your friend Aku Aku and Cortex's boss Uka Uka are battling in the room with you. If you touch them or the lasers they shoot at each other, you will die. Be

careful, each time you hit Cortex, it becomes tougher to dodge Aku Aku and Uka Uka.

Beat Tiny

Tiny will send out some lions, but if you stick to the bottom of the screen they're easy to avoid. When he tries to kill you with his trident, dodge him and when it gets stuck, spin attack him. Repeat this three times to beat him.

Coloured Gem Locations and Tips

Red Gem: Located at Level- #11, Deep Trouble

This is easy. Just swim through level #11 and at the end of it, hit the box with an '!' on it that's green and then swim back to the place where you go up for the first time. And go right to find an area that's got TNT filled in now. Get over there and tap it once. When it blows up after three seconds, you'll find the path to the Red Gem.

Blue Gem: Located at Level- #20, Tomb Wader

This is tougher. Get to the area in the level without dying where there is a small platform on the right with a pharaoh's head on it and it's blue. Jump on that to get on the Blue Gem path.

Yellow Gem: Located at Level- #7, Hang 'em High

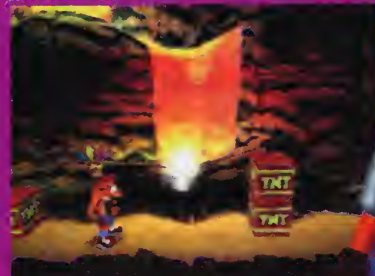
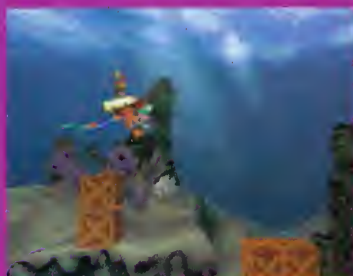
This is an easy one to get. Just get up to that point without dying and avoid being blown to smithereens by a stockade of nitro boxes and you got yourself a Yellow Gem.

Purple Gem: Located at Level- #13, High Time

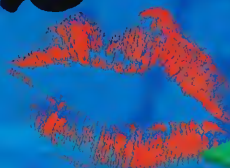
This is a bit harder. The platform is near two jump boxes and has a yellow skull on it. It's location is about midway through the level. You must navigate your way through a scorpion on a net, and dodge the exploding home-made fire bombs thrown.

Green Gem: Located at Level- #23, Flaming Passlon

This is much like all of the others that are just go through an area without dying and the wire platform will be filled in so that you can ride it all of the way to the top!



Love Miss B



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Dead Certainty

Mission 1: Myni Mission

The phones are in West Angel so get your arse over there to get your orders. Get the light blue E-type and smash the crates to reveal the flamethrower. When you get to the nice little park section, answer the top left phone. You're told that the Crisps are planning a big job and need a couple of Mynis. Head off to North Chelsea to get the first one. Grab the piston from the crate, then climb aboard the blue Myni. You've got to take it to Northeast Bow and leave it in a garage. Do so, then you've got to head off to East Bermondsey to get the next Myni. Jack a motor and get a move on. Again it's blue and it's surrounded by factories. Pinch it, then take it back to the same garage as the last one, it's pretty much directly

North from your location. On delivery, you're told to go over to Northeast Bermondsey where you've got to test one of their souped-up Mynis. It's a stand alone red example, dive in! You've got to thrash the thing around the streets but without smashing it up or damaging it, pull a few handbrakes skids from top speed.

After the 40 seconds have counted down, the car is considered sorted. Drive over to the next car that needs testing, it's where the arrow points then swap motors. Jump into the dark blue sweets van then jump out again. Walk to the safe area, which is the point where the arrow is, then you'll automatically start the countdown. Watch the van explode and that's that over with!



Mission 2: Nelson's Scrambled Column

Get over to the phone in Southwest City to get your orders from Albert. You actually get to speak directly to him (we've gone up in the world since taking orders off that ponce Harold). You've got to head off to Trafalgar Square in Central Soho and knock out the Security Cameras by placing down scramblers. You've got 75 seconds to get your arse over there, so hurry up will ya! Swipe the red Crapi to the right then burn off in said direction. You've got to drop three scramblers in total, jump out and walk over the exact points the

arrows are pointing to. This will drop a suitcase symbol. When all three are down, Albert will tell you to grab the rocket launcher and use it to blow up the Golden Tank. Grab it from the crate and jump out of your car. Blow the tank up using ALL of your rockets, don't waste any by missing the bleeding thing! You've now got to grab the goods from the centre of the square. Grab the stuff then jump into the red Myni nearby. Head South and smash through the copper's barracade. Go East, then South again and park up in the garage. Beauty!

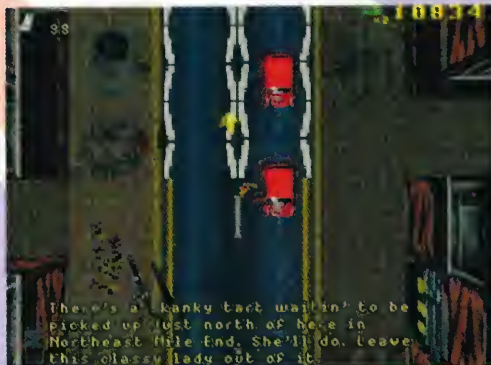
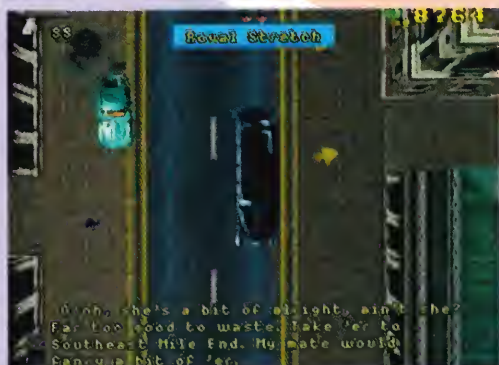


Mission 3: A Creditor's Vice

Back at the main phones, answer the top right one. One of Archie's MP pals is having a spot of bother with his creditors. You've got to go and pick up a call girl in West City, she's waiting there for you in a limo. This is just a few streets South, so get over there and climb in. It turns out she's a bit of alright and far too good to waste. Take her over to Southeast Mile End, one of the boys would fancy a bit of 'er (what a dastardly game! Love it!). Take the

attractive prozzy to her romantic destination. There's a skanky tart parked up a little North from here in another limo who will do the job at hand, leave this classy lady out of it. You might as well run up it, it's only a street or two away. Drive it, your contact comments on what an ugly bitch she is, then you've got to drive her over to a garage in Central Camden Town. One of the creditors is in a hotel near by and with the aid of a camera, he'll be

well stitched up, he's a married man you know. After dropping her off, one of the creditors has gone and done a runner to the filth! You've got 30 seconds to track him down and put him under. Grab a car and squash him into the tarmac. You've now got to go and pick up a briefcase in South City that's full of wonga. Go get it, then take it to the hotel in Central Angel. Beautiful! Archie almost smiled you know!

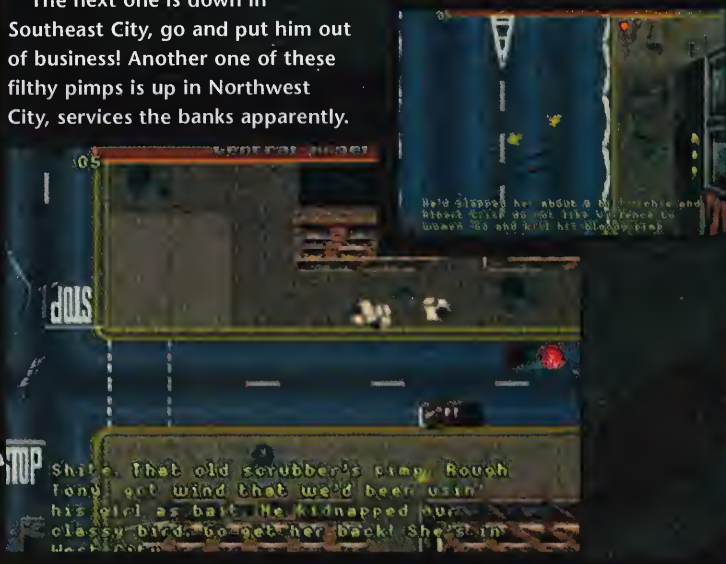


Mission 4: Rough Tony

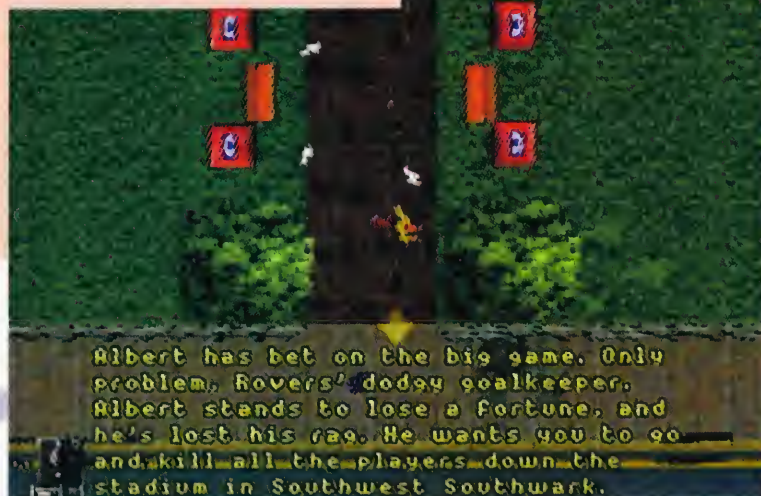
That ugly prozzy's pimp has got wind that we used his bird as bait and has gone and kidnapped our classy bird. Go and get her back, she's in West City. Drive over there and jump in the limo and take her back to the base in East Mile End. If they've touched her, we'll murder that bastard Tony! Drop her off to find out they slapped her about a bit. Archie and Albert don't like violence towards women. It's time for some serious payback. Go and kill his bloody pimp associates, the first one's in North City. Go over there and run the git into the floor.

The next one is down in Southeast City, go and put him out of business! Another one of these filthy pimps is up in Northwest City, services the banks apparently.

Go and waste the slag! Seemingly, rough Tony wants you dead, so watch your back. An arrow pops up pointing him out, he's the little sod wearing the red shirt and taking pot shots in your direction. Either run him over or do it the manly way, jump out and pop a cap in his ass. You've now got to go and swipe his motor in Central Angel which is full of blues (I don't know what the hell blues are, probably some sort of drug). Go and get it, it's a red Raver. Drive it to the warehouse in North Bermondsey where it'll be stripped down. Once it's dropped off, the mission is over.



Mission 5: Unsporting Game



Back at the central dog 'n' bones, answer the bottom left one. Albert has had a bet on a big game and the only problem is the Rovers dodgy goalkeeper. Albert will lose a fortune and has therefore lost his rag. You've got to go and kill all the players at the Stadium in Southwest Southwark. Drive into the stadium, you've got 30 seconds to wipe them all out. Run them over, shoot them, burn them, use all means you have at

your disposal to take the entire team out. The odd one will get away, you're given chance to go after them out of the stadium and send them to an early grave, especially that bleedin' goalkeeper! Just as you wipe the last one out, it turns out that some hooligans have cornered some of our mates down in West Battersea. Get over there and save them! When you turn up they'll all run off. Nice one! You'll be remembered for this.

Mission 6: Harold's Arse

Albert reckons that plonker Harold Cartwright has nicked some of their product. Albert's personal supply. One of Harold's monkeys, Cyprus Phil is in Northwest City. He'll know where that dickhead is. Talk to him, he'll tell you he don't know where Harold is. He's lying, blow his kebab-eating head off. Get back into your car and go and see Harold's sister, she's walking the streets in Central Soho. She'll also show ignorance to Harold's location and tell you to push off so she can get on with her hookery. That old slag is lying too.

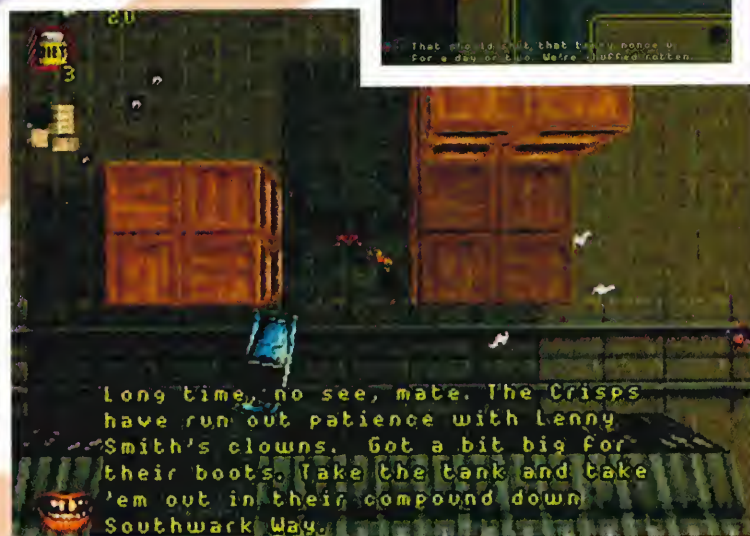
Kill the bint and you'll be doing everyone a favour. Archie has just heard that Harold is trying to leave London in the back of his mate's car. Blow the car and kill him! It's a light green Myni, block it off and shower it with bullets. Now that's him dealt with, you've got to find the whites.

Follow the arrow to his car behind his flat. It's a red Locust, jump in and drive it over to East Mile End, be quick though. Park the car in the garage. It turns out there's no whites in the car, and maybe Harold didn't pinch 'em! It doesn't matter, he was a useless prat anyway. Mission completed.



Mission 8: Chips Are Bad

You've got to go and see Terry again this time in West Bermondsey. Drive over and talk to him. You've got to nick the delivery van and poison his food. Follow the arrow and jack said van. Hurry 'cause you're against the clock here. Once in the van you'll have to drive over to Brixton to pick up some poison. Go over there and sling the poison onto the food. The rest of this mission is self guided, so get through this pile of easiness and onto the next proper mission.



Mission 7: Lenny Tanker clowns



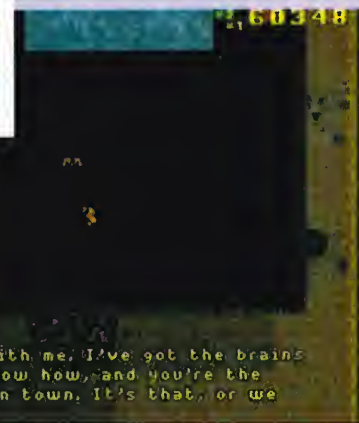
Back at the phones, answer the bottom right one (which if you've done it right, should be the only one left ringing). You've got to go and have a word with that bigmouth Terry Dorkins in North Southwark. Turns out Lenny and his clowns have pushed their luck a little with the Crisps and you've got to

sort them out. Go and get the yellow tank and take them out Southwark way. Once boarding the tank you're told to hurry so get movin'. When you get there let rip at all the vehicles and run over the little people trying to take pot shots are your tank. Once everyone is dead the mission is well sorted.

Mission 9: Lenny End



You've got to go and see Lenny again, this time he's really going to meet his maker. You've got to go and meet Lenny's nonce brother Reg who's walking around near here. Go and see him, a few slaps and he'll tell you where Lenny is. He does, but he also pleads for Lenny's life. Bollox! Kill the cribbing weasel then go over to said rooftop via the fire escape. He's unarmed so don't waste him yet, you're going to have a listen to his squealing first. Talk to him, he'll tell you you a cock and bull story about the twins wanting you dead. He's talking crap, waste the bleeder.



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Nurburgring
Length: 4555m
Laps: 67
Total distance: 305.185m

Strategy
Stops: 2
Tyres: soft/rain

Key

170 5
Speed Gear

05 Bit-Kurve

same as Dunlop, exiting onto another straight, this is probably the main corner on the track, and you'll have to watch out for understeer (when the front wheels turn but the car continues in the same direction as before).

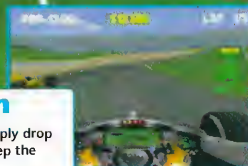


04 RTL Kurve

a left-hander taken in 3rd gear after the hill, where's it's still very bumpy and under heavy braking it's easy to lock up the car. You hold in 3rd, go on the throttle and then there's a little lift to take you round and set you up for the next right-hander.

06 ITT-bogen

hold your nerve here and simply drop down from 6th to 5th but keep the power on fully.



08 Coca-Cola Kurve

this is it - the real thing (you're fired! - Chicken). A great opportunity to overtake here, so don't worry if you've not made up many places until now. Just stay with the leaders and use this bend to quench your thirst for victory (just get out! - Chicken).



07 Veedol-S

it's another brake as late as you dare chicane, here smoothly dropping from 6th to 2nd and then lie in wait behind your next victim, ready to take him on the Coke Kurve.



01 Castrol-S

from the start this is often a site for accidents, so once again keep a cool head off the grid and due to the lack of overtaking spots, look in qualifying to be up with the leaders.



The circuit - Luxembourg

The race actually takes place in Germany, between Bonn and Dusseldorf, and is a heavily clipped version of the original 14 mile long Nurburgring, looking more like the car park to the original circuit. Nikki Lauda had his massive accident here when his fuel tank ruptured and the car burst into flames. He was dragged from the car by Arturo Mezario and Guy Edwards - the later receiving the George Medal for bravery. And if you manage to overtake here, you'll get a medal too!

The set-up

It's a medium downforce circuit notorious for understeer. The combination of fast straights and high-speed corners is off-set by slow turns at opposite ends of the lap. A well balanced chassis set-up is vital to maintain competitive lap times, and the unpredictable factor is the weather in a region that gets totally water-logged.

02 Ford Kurve

quite tricky as the track falls to the inside here so you must be very careful with the front right tyre under braking to avoid locking up.



03 Dunlop Kehre

very slow leading out onto a gradient and a long straight, so it's important to brake before the corner, take 2nd early and at the apex of the bend lay the power on thick.



Japanese GP - Suzuka

The circuit - Suzuka

Wonderful circuit and the only one with a cross-over, which means that like Brazil, the drivers get to race anti-clockwise. It's a circuit enjoyed by the drivers, since it's an attractive, technical and well laid out track with lots of opportunities for overtaking, making it a real crowd pleaser.

The set-up

Setting up the car for Suzuka is very difficult, because you have to find an optimal compromise between aerodynamic downforce and mechanical grip. The track has quite a low-grip surface and there are some bad bumps. If you're having difficulty on the curves, increase downforce and forget about flat out speed, making up that lost time by taking the corners faster and keeping your mind on overtaking.

02 S Curves

take 4th and hit the limiter just before you turn left into this corner. Don't brake, just lift off the throttle a bit, then change direction quickly through the next one, again in 4th. You hold it in 4th through the left-hander, then go to 3rd for the right. There's a lot of understeer here, normally on the exit.

04 Degner Curve

approaching this right-hander in the damp is pretty tricky. It's taken in 4th and then down to second for the final part of the curve, where it's very important to get a good exit.

03 Dunlop Curve

it's into 4th, then 5th and up over the fast Dunlop left-hander into 6th

05 Crossover

It's under the bridge, through 3rd, 4th and 5th to the hairpin.

01 First Curve

you're in top gear on the pit straight and then down into 5th for the first corner. You don't really brake too much, just enough so you can downchange for the bumpy entry.

07 Spoon Curve

there's a lot of understeer mid-corner normally; then it goes neutral on the exit. Then 4th, 5th, 6th up to 130R.

06 Hairpin

you're flat round the right-hander and then braking for the hairpin as soon as you're round it. You keep a tight line in second gear; or go round in 1st and immediately change up into second. Then it's 3rd, 4th, 5th, 6th down into 4th for the first part of Spoon.

08 130R

you don't actually brake for the left but come off the throttle ever so slightly and keep your nerve in 6th. Then it's hard back on the throttle again, and you are just touching the limiter before you arrive underneath the bridge. Then you brake down into first gear for the silly chicane.

09 Casio Triangle

a tricky one to calculate (that's the death sentence right there! - Chicken). A lot of time can be lost here. Coming out, try to put the power down and short shift from 2nd to 3rd and 3rd to 4th and you're in 5th across the finish line.

Track Info

Suzuka
Length: 5860m
Laps: 53
Total distance: 310.58m

Strategy
Stops: 2
Tyres: soft

Italy GP

The circuit - Monza

Located just outside Milan, this track is all about speed. Fast straights are broken up by tight chicanes and fast bends, the first chicane being ridiculously narrow, causing massive pile-ups every year. So early on it's a case of tucking in, sitting tight and waiting for the field to spread out. That's providing you didn't get pole position, in which case keep your foot down and go for glory all the way!

The set-up

It's a layout where maximum revs needs optimising, so reduce downforce as much as you dare to give the greatest top speed possible, that's where you'll make up most time. You'll need to increase the max. speed of the engine to 100 revs per minute - which is enormous, but it's a virtual engine, not the real thing so it can take it. Then re-adjust the gearbox ratios, checking that you will actually save time accelerating and gain a little maximum speed.

Track Info

Monza
Length: 5570m
Laps: 53
Total distance: 305.81m

Strategy
Stops: 1
Tyres: soft

07 Curva Parabolica

it's fast, very long and very important because it ends and starts the lap. You have to balance the car by playing a lot with it through the corner and your exit must be just right to get the power down as you blast away on to the long start/finish straight.



01 Rettifilo Tribune

a long pit straight that finishes in the Goodyear chicane. It goes left and right, and then left and right again. You brake around 110-120 metres away, arriving 6th and shifting to 2nd, then cut the corner, jumping on the kerbs - which is the only way to do a quick lap time.



05 Curva del Serraglio

brake here and you're not worthy of reading this guide. In fact, put the mag down and go pick up Cosmopolitan instead - ya poof!



04 Curva di Lemos

a 4th - 3rd right-hander followed by another 4th to 3rd right-hander taken in exactly the same way. Blipping down a gear for the shortest amount of time possible, before charging out towards the Curva del Serraglio.



06 Curva del Vialone

a slightly faster chicane than the last, leading onto the Variante Ascari. It's a left, right, left corner, where you brake around 80 metres out, and shift down to 3rd for the first part, then in the middle of the right it's up to 4th again. You need to come out as quickly as possible, because there's another long straight coming next.



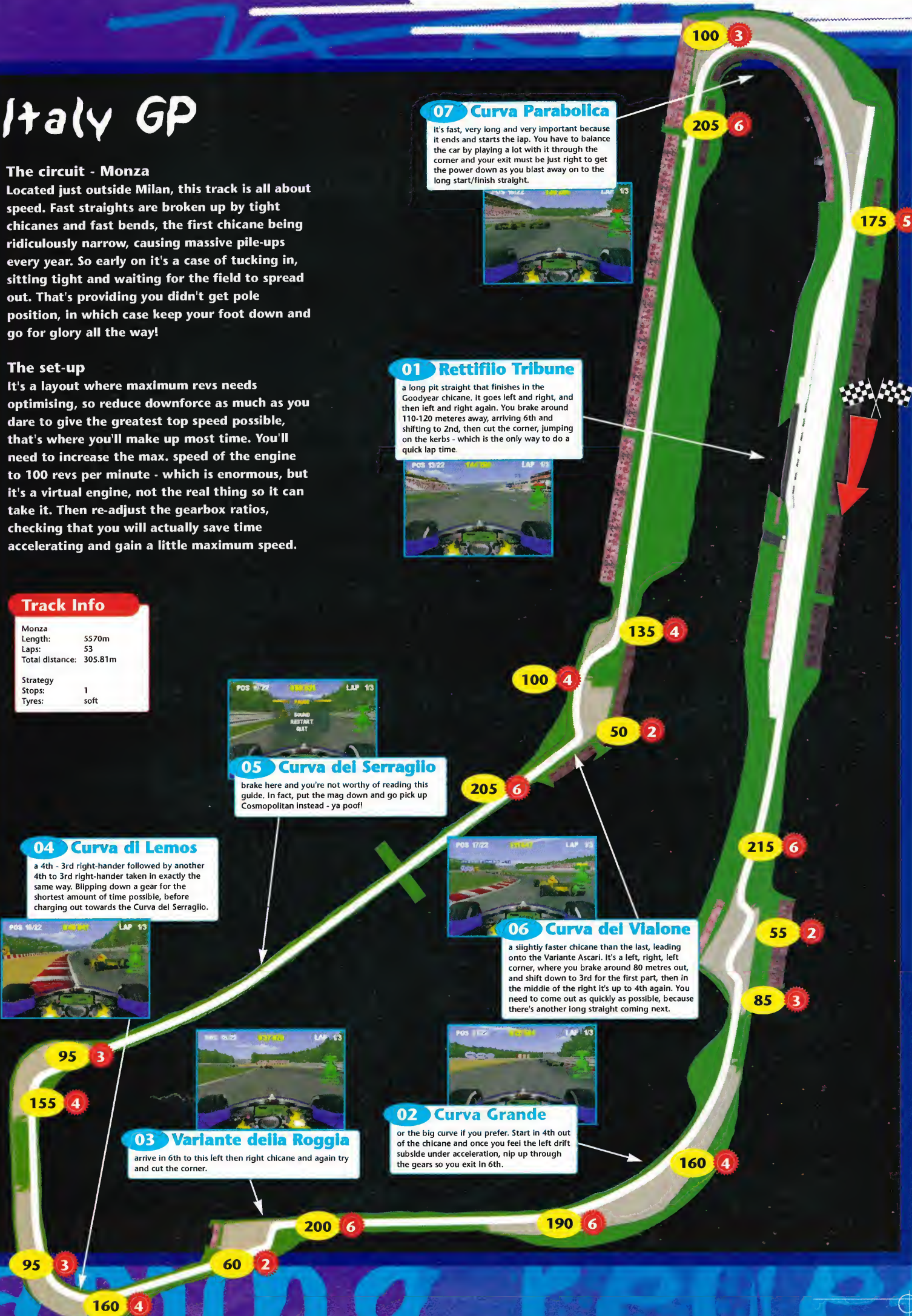
02 Curva Grande

or the big curve if you prefer. Start in 4th out of the chicane and once you feel the left drift subside under acceleration, nip up through the gears so you exit in 6th.



03 Variante della Roggia

arrive in 6th to this left then right chicane and again try and cut the corner.



Hungarian GP

Track Info

Budapest
Length: 3968m
Laps: 77
Total distance: 305.536m

Strategy
Stops: 3
Tyres: soft

The circuit - Budapest

Located outside Budapest, it's notoriously difficult to overtake here. It's a slow track and pretty narrow, with few straights and an uneven surface – so you're going to get ahead by patiently sitting on the rear wing of the car in front and then darting out when they run wide. There's also lots of sand on the track, so you'll have to use your first few laps to test grip so that you don't spin off!

The set-up

Strategy is the key to winning here. Use your three stops to keep the car light and the speed up, you'll also wear your tyres slower giving more grip. The idea's to lap around three seconds faster than your opponents and use that lead in the final pitstop to exit ahead of the pack. You'll also need to set downforce near maximum to get the best from the corners, since you're not looking for speed in the straights, and because it's so hard to overtake use the first corner (the best place for overtaking) to take the lead and then stay there!



05

another long corner taken in third so that you can accelerate through it.



06 6 & 7

a slow chicane where it's easy to mess up. So check your speed and keep below 60mph or you're likely to spin.



04

a difficult corner, not taken flat out but in 5th to avoid losing too much grip.

09 8 & 9

next it's a series of fast corners that are crucial to your lap time. So keep the car in 3rd and give it as much throttle as you dare through these bends.



02

another very slow corner taken in second. There's more understeer here and you'll need quite good traction when you come out.



10 10 & 11

very quick, these are corners that you'll learn to optimise with each lap. It's here you'll shave hundredths of a second off your times, so once in 5th think brake - 4th - accelerate - 5th whilst steering obviously. When you do it automatically, then you're cookin'.



12

a chicane that's slow once more with a bumpy exit, so hold off the juice until you've straightened out again.



13 13 & 14

it's quickly up to 4th and then straight to 2nd for 13 and then stay in 3rd upon exit to taken the final paperclip corner. As you come onto the pit straight it's quite bumpy once again, but it's possible to overtake going in - if you're very, very good.

01

brake especially hard for this first corner, take it in second and watch out since it's very slippery. It's a long corner too, which means there's a lot of mid-corner understeer and you can't put the power on too soon.

Belgium GP

04 Les Combes

here you're going to pay if you've selected low downforce, since you're going to need plenty of grip to make this corner in 3rd.



05 Malmedy

leave it in 3rd and use your acceleration to jostle for position before tucking in for Rivage.



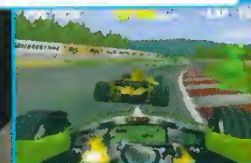
06 Rivage

Play it sensible here, go for safety and use 2nd gear to sit on then rear wing of the car ahead. Bide your time for the next series of bends.



08 Fagnes

time to sit in 3rd, forget the gear changes until you're well through Stavelot and jockey for position through this sweeping series of bends.



07 Pouhon

it's long, gentle, but tricky to keep your line. However, it's a good place to make an aggressive move and nip in before Fagnes.



03 Kimmel

the fastest straight, but you need the speed out of Radillon if you're to max out before Les Combes



02 Eau Rouge & Radillon

taken in 6th gear and it's an amazing sequence, a left/right. The downhill slope between the wall and the spectator stand is very impressive, sorting out the men from the boys. Only the most courageous take this at top speed!



Track Info

Spa - Francorchamps
Length: 6067m
Laps: 44
Total distance: 306.548m

Strategy
Stops: 2
Tyres: soft

10 Blanchimont

on your first few passes through Blanchimont ease off on the gas until you're happy with your racing line. Then, when you start believing that Schumacher drives like your sister (heavily pregnant with your child), take it flat out and watch the bugs as they splatter across the windshield.



09 Stavelot

open up the throttle and don't stop until the car's begging for mercy.



11 Bus Stop Chicane

wait for your change here and you're likely to get rear-ended round the back of the bus shelter. So it's second gear, 75mph and a whole load of spunk to get round here.



01 La Source

incredibly tight and has to be negotiated in 1st gear at around 30mph before plunging to the circuit's star attraction.



The circuit - Spa

It's a brilliant circuit, bastardised from the road circuit that used to link together the villages of Francorchamps and Blanchimont, the drivers love it. It's set in the trees, is stupidly fast and the weather normally has a trick up its sleeve. So expect hard braking, tight corners and excessive speeds, and if you lift off at Eau Rouge then you're a coward!

The set-up

It's one of the longest circuits, with very few laps, but it's got the lot: tight corners and fast straights, so you'll need middle-of-the-road settings to give you a balanced car for the conditions. Where you should concentrate your fine tuning is on the dampers and springs, where it'll help to use soft settings, but when you're on the track avoid those bumps and kerbs!

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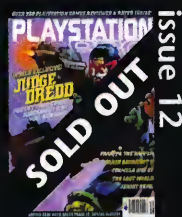


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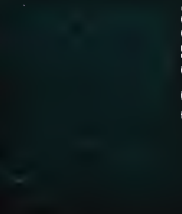
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dealer

This, as you've gathered, is Dealer. It's enormous and it's very, very useful. Every PlayStation game you could ever hope to buy is here, and Pro is the only magazine which includes screenshots of everything.

Dealer is an indispensable guide for any PlayStation owner who doesn't have more money than sense. It's here to provide you with the most from your PlayStation for the minimum amount of cash, and to help you avoid the ball-ache of being landed with a game which is sub-standard, mildly disappointing, or simply not "up your street". This is how it works...

KEY

	trade-in value	second hand price
£	£1-3	£5-8
£	£3-5	£9-14
£	£7-9	£15-24
£	£10-plus	£24-plus
£	£18-plus	As new

dealer

the game buyers' bible

Every PlayStation game is listed in Dealer. They're divided into categories and run alphabetically within them. Every game is briefly reviewed and given a star rating based on the opinions of every game expert on PlayStation Pro. We don't include the game's original score and we don't include the date when it was originally released. Why? Two reasons. One, who

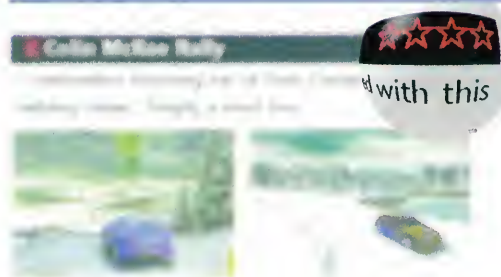
cares? And two, a score of 99 per cent three years ago might not count for too much in light of developments since, just as a solid but uninspiring game three years ago may well be seen as the same today.

Dealer is written with you the game buyer in mind. In the case of sequels we advise you on which game to choose. A newer model of an older game isn't necessarily better. It might offer slightly more or be cosmetically superior, but if it comes with a hefty price tag while its sibling is available for less, then we'll tell you where to look.

And this is the point. Every single game in Dealer is given a value, both in terms of what you can expect to pay for it second hand, and its value to you as a trade-in. These are presented in colour-code form and can literally save you pounds. **The values are arrived at with the help of Game Guide, an organisation with years of experience** in advising independent game stores. Information on all of the 600-plus games is updated every month, and it's always accurate. Whether you're buying, swapping or trading games, Dealer has all the information you need.

rating system

Each game gets a star rating from 1-4. We think you can work it out yourselves, but in the event of difficulties don't hesitate to call...



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racing

€ Andretti Racing

Mario Andretti eh? A name you can trust when it comes to driving in the Indy 500. But you've got to question his judgement when he starts endorsing average games like this. There's so many racing games out there, and this gives no real competition.



€ Ayrton Senna's Kart Duel

An attempt which looked okay, but lacked any real gameplay. Ayrton's name deserved better.



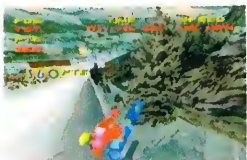
€ Ayrton Senna Kart Duel 2

Ayrton would be spinning in his grave if he knew his name was being attached to this bucket of toss.



Big Air

It's no Cool Boarders beater. Actually, this one would have trouble beating an egg. Shite joke, shite game.



€ Buggy

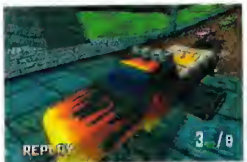
An altogether too realistic simulation of Remote Control racing that can be impossible to play.



If you've ever tried to steer one of the little bleeders in real life you'll know exactly what we're talking about. Prepare for teeth knashing if you plump for this.

€ Burning Road

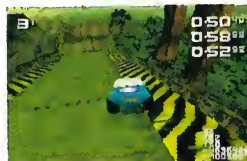
A fast paced effort which never performed as well as it should have. But check out its improved sequel



Explosive Racing, rather than harking back to the old days with this. This dog never had its day in the first place and there's no reason you should let it start now.

€ Circuit Breakers

Is it Micro Machines? Does it want to be? Well no and yes in that order, but this Supersonic Racers revamp



does have playability in spades, and comes into its own in multi-player mode. Not a must-have title, but a fine, cheap get the mates around thriller.

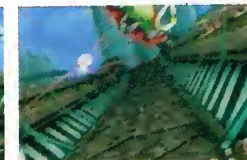
€ Colin McRae Rally

Codemasters stunning run of form continued with this rallying classic. Simply a must buy.



€ Cyber Speed

Only serial sci-fi masochists will want to go near this pile of absolute cyber-shite.



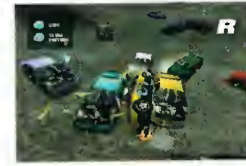
€ Destruction Derby

The game that initially sold thousands of PlayStations now looks dated and shoddy. Just like Chris Tarrant.



€ Destruction Derby 2

Infinitely better than the original. Faster, more polished and generally more fun. Worth checking out still.



€ Explosive Racing

Burning Road was cool enough, but this sequel manages to address the original's minor problems.



Looking a little dated by today's high standards but that's to be expected. By no means the definite motorcycle game but a nice effort all the same.

€ Felony 11-79

Nippy little joyriding game let down by a lack of tracks but still manages to be good fun in short bursts.



€ Formula One

Grand Prix racing as it should be, tons of action and speed a plenty. But it's since been superceded.



compiled with the kind help of Game Guide - providing specialist information for independent retailers

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Formula One '97

Formula 1 was a front-runner, but Formula One '97 seized poll position and set the new standard.



Formula One '98

With two far better F1 games coming before it, this highly disappointing follow-up let the side down more than that bloke Beckham. We expected far more from Psygnosis, but the software giant took their foot off the pedal and delivered this dud instead.



Formula Karts

A useful dabble into the world of performance go-karting. Faster than Linford Christie in a Porsche, Formula Karts is still let down by the odd glitch and frustrating gameplay. A noble attempt but there are a myriad of better racing games listed here.



Gran Turismo

Impossible to sum up in two lines. Just go out there now and buy Sony's showpiece car game. Awesome.



Hardcore 4X4

Well below average dirt racing game where you hammer round in jeeps and the like.



Hi-Octane

Another of the original PlayStation games, Hi-Octane followed hot on the heels of WipEout with the same ideals and a similar form of gameplay. What it didn't manage to do was create from the rapid movement a genuine sense of speed or involvement. Shame on it.



Impact Racing

Another decidedly dull racing game that has no place in even the most stupid gamers collection.



Why any store would stock this absolute tripe is anyone's guess. Save your coppers for one of the many, many better games out there.

Indy 500

Time and again developers go out, get the big name license but then come up with below par games.



What's the point? To sell more games of course. Don't be fooled here, Indy 500 couldn't be more middle of the road if it was a squished hedgehog.

Jeremy McGrath Supercross

We deduce from the title that Mr. McGrath is some kind of Supercross hero. We've never heard of him though. It's a bit like having Paul Peschisolido's Actua Soccer 4. Anyway if you must indulge in mud and jumps you could do worse than this, maybe.



Jet Rider

This was a piss poor attempt at being Sony's answer to Wave Race64. It doesn't come close and deserves to be drowned. The controls aren't really there. The graphics are duff and it sounds like a minnow being raped by a blue whale. Utterly, utterly fishy bollocks.



Jet Rider 2

The original was shite and this sequel doesn't exactly break the mould. More dodgy controls we're afraid.



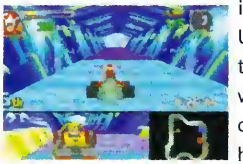
Max Power Racing

Without the depth of the likes of Gran Turismo but then, it isn't supposed to have it. Max Power Racing sets out to give you the perfect arcade racing experience and comes pretty close to pulling it off. Nice license, nice game. Full marks all round.



Megaman: Battle and Chase

"Hands up who wants to pretend to be Mario Kart? Put you arm down Megaman, as you've absolutely no idea how to pull it off." Unfortunately Mr M. failed to take heed any advice, and we're left with this pastel coloured carting crap that has no redeeming qualities.



Micro Machines v3

Midget motor racer that everybody must own. The four-player mode is worth getting a PlayStation for.



Monaco Gran Prix

A winning formula which successfully plugs the gap left by the dreary F1 '98 and provides for more pole positioning. The engines sound like a troop of tone deaf bees in a jar, but the gameplay is as solid as a cast iron carbon copy of Lennox Lewis.



Monster Trucks

Big wheels can only mean big fun in this trucking great game. You even get to crush cars in front of a big crowd too! Obviously more geared towards the American side of the market but if you like yee-haaing with the best of them then have a look.



Motorhead

Proving that more than just fit girls and good porn can come from Sweden. Slick and fast (no not the porn)



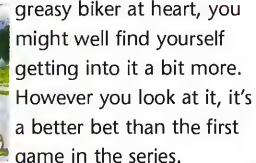
Moto Racer

Full on motorcycle racing. Looks reasonable and plays well, but ends up being a little too samey.



Moto Racer 2

Dodgy graphics and a little jerkiness let this two-wheeled simulation down, but if you're a bit of a greasy biker at heart, you might well find yourself getting into it a bit more. However you look at it, it's a better bet than the first game in the series.



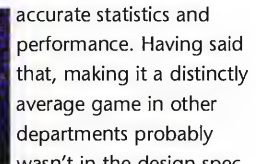
Motor Mash

Enjoyable Micro Machines clone. But it doesn't quite have what it takes to topple the classic though.



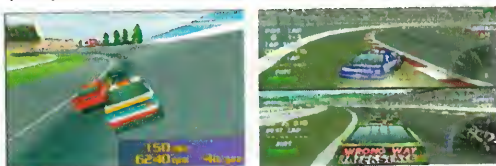
Motor Toon GP 2

Interesting idea. Make a cartoon style racing game and you get away from all the blandsters who want proper, accurate statistics and performance. Having said that, making it a distinctly average game in other departments probably wasn't in the design spec.



€ NASCAR Racing '96

The oldest game of the NASCAR trio but they're all pretty similar anyway. And not that good either.



€ NASCAR '98

An average attempt which looks and plays much the same as Andretti Racing. Rent it for the night and then



decide you don't like it. Failing that just give away your Playstation, write that screenplay, get discovered, and direct your own movie. Nah... Just kidding.

€ NASCAR '99

Keep away from this formulaic redneck-racing rubbish. You may find yourself sleeping with your relatives.



€ Need For Speed platinum

The original Need for Speed game was a must have title for any discerning player. The series is now in it's fourth installment and this great grand daddy of a racer is really showing it's age. Worth picking up for a song though, but only a really cheap song.



€ Need For Speed 2

The slightly less impressive sequel to the above. More options, but it's still pretty lacklustre.



€ Need For Speed 3

The series gets back on track but even so this is still far from perfect. The best of the bunch to date though.



Need for Speed: Road Challenge

It nearly made it, but oh no! It span out on the final lap. A fair racer that lacks that spark of reamness.



Gran Turismo and Ridge Racer Type 4 have raised standard for racers, but this series doesn't give up easily. A buffed pebble rather than polished diamond.

€ Newman-Haas Racing

Has more speed than F1 '97 yet less depth makes this a game for those who love frantic pace.



€ Off World Interceptor

A truly appalling fly and shooter that has no place on a Commodore 64, let alone a PlayStation. We have sent out a death squad with orders to seek out and destroy anyone buying a copy of this shite. Is it worth facing a firing squad for? Save yourself by avoiding it.



€ Peak Performance

Under-par performance would be a far more accurate description of this car fest from Japanese telly makers JVC. Overly Jap influence means the cars you'll be driving are more like you'd see a Tokyo Bank manager in than what you'd expect in a PlayStation racer.



€ Penny Racers

Quite possibly the worst racing game to date. Makes Off World Interceptor look like Gran Turismo. Serious questions should be asked of the programmers and regardless of their answers they should be dangled from a bridge by their ankles, then dropped.



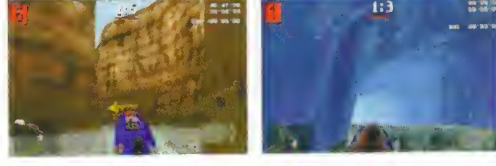
€ Porsche Challenge

The Boxster races for all its worth in this slick racer. Options include a cool two player mode for added enjoyment. Only the best stuff ever makes it to Platinum but Porsche Challenge is perhaps the surprise release in the range, A nice try though.



€ Power Boat Racing

One of two Power Boat games that arrived in quick succession. This was the worst of the two..



€ Rage Racer

The third Ridge Racer game is an in-depth affair. Quality action all the way. But R4 leaves it way behind.



€ Rally Cross

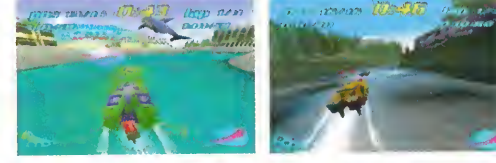
A bouncy rally game from Sony that went head to head with the excellent V-Rally. And lost. Quite badly in fact.



With Rally Cross 2 since released there's no point in looking at this, both games are pretty much the same as each other anyway. Buy at your peril.

€ Rapid Racer

Good fun in the short term but again failed to be Sony's answer to the N64's Wave Race 64.

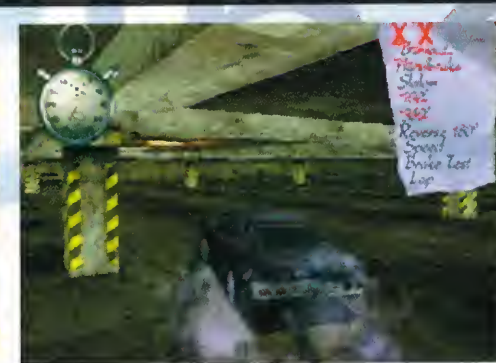


€ Ray Tracers

Rapid chase game which is over all too soon but brings back memories of Chase HQ and the like.



€ Driver



Everyone should own this game. It managed to live up to all our dreams, and so much more. Chase crooks up, around and over the streets of San Francisco while avoiding the cops and looking as cool as possible without the use of an Iceberg. It's Superb - buy it.

€ Ridge Racer platinum ☆☆☆

The original PSX racer still takes some beating and for £20, you ain't gonna get a better deal.



€ Ridge Racer Revolution ☆☆☆

The sequel to Ridge Racer packs a mean punch, but the limited course on offer stops it being a classic



€ Ridge Racer Type 4 ☆☆☆

Namco reclaim the road and come tearing back to the top spot with this amazing arcade racer. Sleek, sultry,



and sporting more scorching wheels than a wagon train in Apache avenue this is a literal turbo talisman. The ultimate arcade racing experience

€ Road Rage ☆☆☆

A poor mans Wipeout in every sense. In fact a man so poor he only eats from bins. Avoid.



€ Road Rash ☆☆☆

Average motor biking game from yesteryear that gives you the chance to knock your opponents about too.



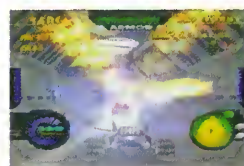
€ Road Rash 3D ☆☆☆

A three dimensional version of the popular Road Rash series from Electronic Arts. Take part in a deadly motor bike race across America while avoiding the cops and beating the opposition with baseball bats. A great idea that fails to hit the target..



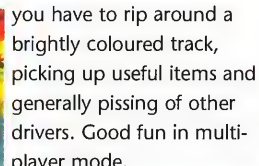
€ Rock 'N' Roll Racing 2 ☆☆☆

This looks amazing until you actually start racing, then you'll find this is one of the worst games ever.



€ S.C.A.R.S ☆☆☆

A novelty racer in the Mario Kart mould. Each car is based on the characteristic of an animal with which you have to rip around a brightly coloured track, picking up useful items and generally pissing of other drivers. Good fun in multi-player mode.



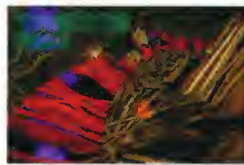
€ Speedster ☆☆☆

A racing game with a weird overhead view point. Original, but still largely complete arse.



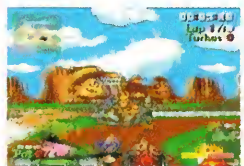
€ Starwinder ☆☆☆

What is this, clock work stars? No, it's a 3D space racer that fastens you to a rail and chucks you all over the place. It tries so hard to be Wipeout, but isn't. Wa-hey! Another game winging its way to the bargain basement incinerator, and not a moment too soon.



€ Street Racer ☆☆☆

Mario Kart was an obvious influence with its development but this four player cartoon racer looks extremely dated. To be fair it did when it was released too. It's saving grace were the Page 3 "stunnas" in the ad campaign but they're not included, nor is gameplay.



facts & figures

Total amount of vid games shifted from shelves in the first half of this year: 13 million

Cost to the punter of all that funky shit: £359 million

Amount of cash Sega is spending in Europe in an attempt to convince us the Dreamcast is where it's at: £60m

Estimated quidage of software sales in Europe and United States in 2003: \$17 billion

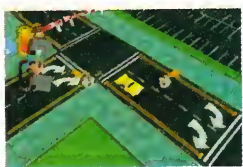
Estimated major titles that year: FIFA 2003, Tekken Tag Team One-on-One Mudwrestlemania, Actua Hoverboot Skating, PGA Tour Paul Lawrie Golf, Rossendale United Champions League Soccer

Estimated price of PlayStation by end of November: £70

Number of PlayStations Sony reckons on being in UK homes by end of December: six million

Supersonic Racers

A wacky race style romp that owes more than a passing thank you to MicroMachines 3. Avoid this.



and get Circuit Breakers. It's so much better than this predecessor. You can get it cheap too so you'll be saving money into the bargain. Bonus

TOCA 2

Simulations don't get much better than this. The original TOCA was excellent but this takes everything a step further. Things get a little technical in places but if you can get your head around that then you're in for hours and hours of enjoyment.



Tokyo Highway Battle

A wanky Rage Racer style game. Build your car to improve your racing performance. Except don't bother.



WipeOut 2097

Just as addictive as its predecessor but with enhanced gameplay and top tunes aplenty. Have a look.



Tank Racer

A potent mix of nitros and napalm lifts this delightful demolition derby up above the average mark



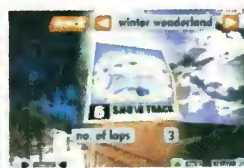
Tommi Makinen Rally

How can a game that looks so good turn out to be such utter shite? A truly awful attempt at a rally sim.



Test Drive Off Road

Limited but quite enjoyable 4X4 racer giving you the chance to drive Land Rovers at high speed.



Test Drive 4

Well done boys. Creating a racing game with no two player option. It's a fair one player game, but most of the fun of the racing genre is the mano et mano rivalry. Better off looking for a more complete title really and there are obviously plenty of those around.



Test Drive 4x4

This 4-wheeled waste of time is as dull as the dirt tracks you race on. Drop this in the mud and stamp on it repeatedly until the disc cracks. Then set fire to it to be on the safe side. You don't want any kids picking it up and trying to play it. It's dangerously crap.



Test Drive 5

Looks good, plays well, but lurks in the shadows of Gran Turismo, TOCA and the like.



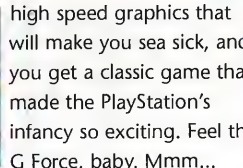
TOCA Touring Car

A fantastic Touring Car simulation which is up there with the V-Rallies and Total Drivin's of this world.



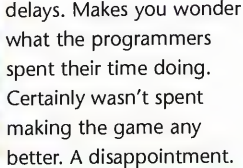
WipeOut

Not many games feature soundtracks that sell like viagra coated chocolate. Couple the top sonics with high speed graphics that will make you sea sick, and you get a classic game that made the PlayStation's infancy so exciting. Feel the G Force, baby. Mmm...



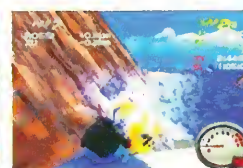
Wreckin' Crew

Dismal driving battle game that looks as bad as it plays. It took years to come out after a barrel full of delays. Makes you wonder what the programmers spent their time doing. Certainly wasn't spent making the game any better. A disappointment.



Total Drivin

Earlier effort from the makers of the excellent Max Power Racing. Great arcade action once again



3D Lemmings

An updated and special 3D addition to the ongoing Lemmings saga. Still old hat though.



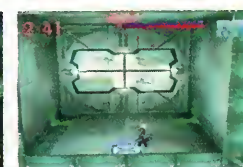
V Rally

Great rally sim. Over 40 tracks to race on and loads of cars and options. Well worth your twenty.



Blast Chamber

Confusing future-set puzzling sport. Quirky as hell and not everyone's cup of wierdness.



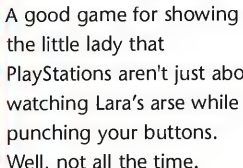
V Rally 2

Better than Colin McRae and featuring a ream four-player mode. Fancy making some skidmarks? Get this!



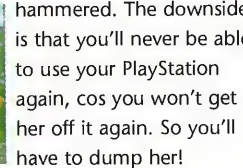
Bust A Move 2

Bub and Bob from Bubble Bobble make a return to their bubble bustin' and jewel releasing puzzle action.



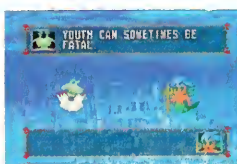
Bust A Move 3

Quality effort that will keep the girlfriend occupied for many a night while you're down the pub getting hammered. The downside is that you'll never be able to use your PlayStation again, cos you won't get her off it again. So you'll have to dump her!



Bust-A-Move 4

The finest puzzle game under the sun. It's popular with the ladies too, so show it of for a guaranteed shag!



But for us blokes this top puzzler is as about alluring as a repeated kick in the nads, and this puzzle-fest is guaranteed to screw with your head.

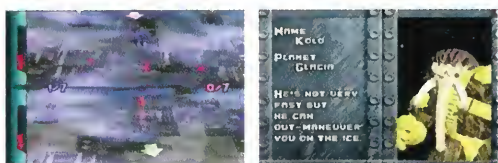
Devil Dice

Another interesting idea that looks suspiciously good on screen but actually turns out to be mostly irritating.



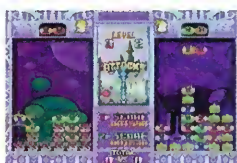
Grid Run

Fast paced chases around a floating grid. Good fun in small doses. Very, very small doses. Miniscule in fact.



Hebereke's Popoitto

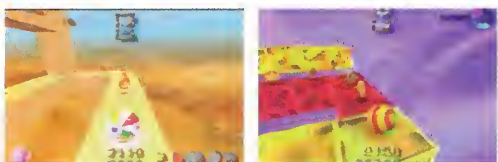
Wacky Japanese type thing which owes plenty to Tetris and even more to the game's developers LSD



intake. Full marks though for having the strangest name in Dealer. That's got to be worth getting it for alone. No? God, what do you people out there want!

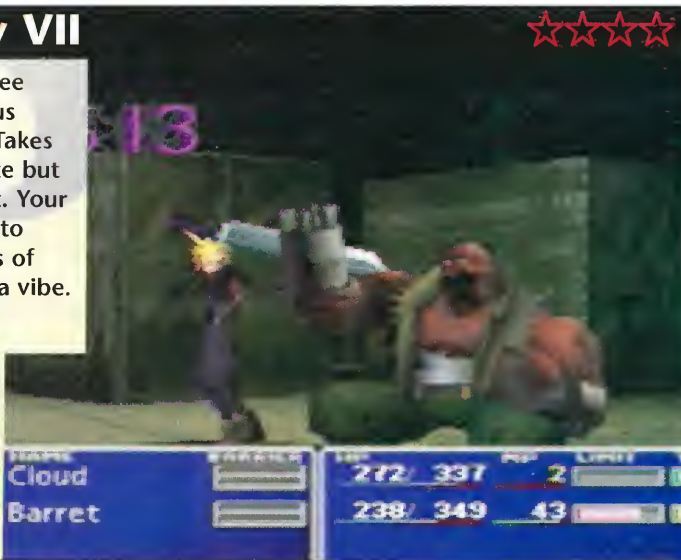
Kula World

Perplexing, frustrating, but enjoyable stuff featuring a pill popping beach ball. Of all things.



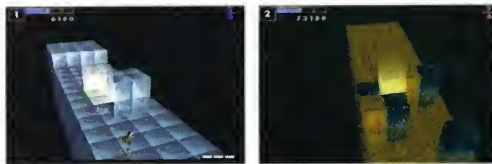
Final Fantasy VII

The biggest game ever! Three whole CD's full of sumptuous graphics and sleazy music. Takes about 100 hours to complete but it's certainly time well spent. Your girlfriend will have to learn to cope with your long periods of sustained absence. Buy her a vibe.



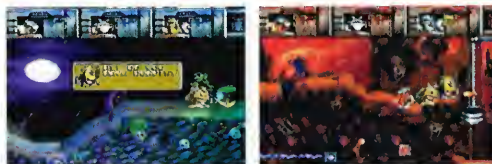
Kurushi: Intelligent Cube

Bizarre puzzler in which you capture cubes as they roll towards you. Frustrating, but then that's the point.



Lost Vikings 2

Control a posse of comedy Norse men who are lost. An old idea, but one that's been well executed.



Oddworld: Abe's Oddysee

An excellent puzzle game. Quirky, fun and more than a little perplexing. A truly original game designed by highly original minds. Help the main guy, Abe, save his people and make him fart in comedy fashion. The chicks love it too. Get in there, Captain Trousers!



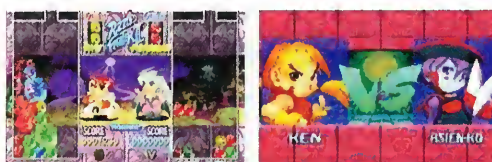
Sports Car GT

Handling that's slacker than a 2-bit whore and clumsier than a Hooch fuelled school girl. In a word crap. Good graphics, but the gameplay, sound, cars, tracks, handling and control - well, all of it - are all on the shitty side of barely manageable.



Super Puzzle Fighter Turbo

A bizarre Street Fighter/Tetris combination which will zap your social life into extinction within minutes.



Swing

A puzzle game for people who do the Time's crossword to relax. Ugly, tricky and boring.



YoYo's Puzzle Park

A brightly coloured pain in the arse that shouldn't even be inflicted on criminals. Burn every copy!



Don't be fooled by the cutesy guise, the game is purest evil. Countless levels of very similar levels to wiggle around and slightly different enemies to kill.



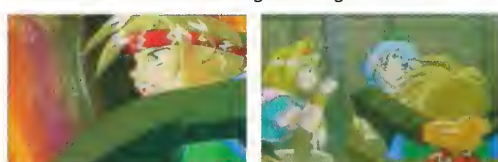
Alundra

Falling into the same leather booties as Zelda on the SNES, Alundra is a basic painting by numbers RPG.



Blaze & Blade

Despite it having the option for some four-player fun, this RPG is about as exciting as being in a coma.



Breath Of Fire 3

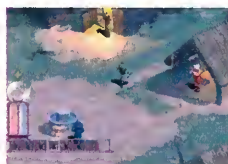
Dated by today's standards. You may have played earlier incarnations of this on the Super Nintendo.



Well things haven't come on that much in all honesty and if you need an RPG with stunning graphics and real lasting appeal, then go for Final Fantasy VII instead

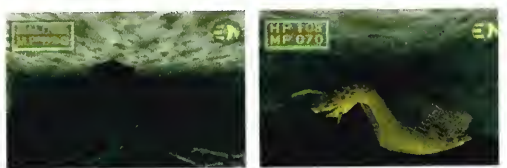
Diablo

EA convert their successful PC slash 'em-up cum RPG very successfully onto the console format. Most of the games are designed to be played with a mouse but the developers have managed to get all the main functions onto the joy pad with no fuss. Treat, as they say.



King's Field

Standard and graphically basic role playing romp from Sony HQ. The whole thing plays quite well though.



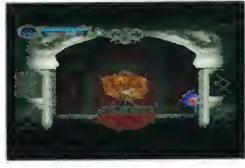
Ape Escape

Fantastic free-roaming platformer where you nab apes in a big net. It'll only run with a Dual Shock though.



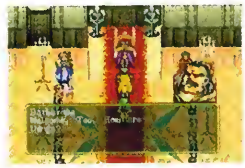
Castlevania

If your looking for a platform game that combines an awe inspiring story, dreamy graphics and state of the art sound, AVOID THIS LIKE THE PLAGUE. It's a total waste of, what was, a totally acceptable idea that's just gone to hell. Stay there, you crap game you!



Suikoden

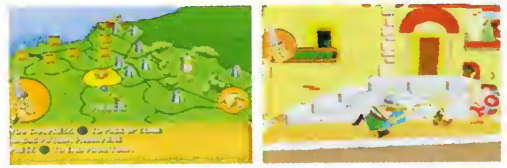
This one has the dubious pleasure of being the first true role playing games on the PlayStation.



The game's drabness drags, what was a bad game, to the levels of a really bad one. With FF8 on it's way, this can happily be avoided with confidence.

Asterix

A crappy Gallic affair that owes a lot to Risk. Sub-standard arcadey sections do nothing to help this cack.



Cheesy

I know, let's make a game and give it an ironic title like "crap game" or something. Trouble with this one is that behind the self depreciating title lies a game that actually lives up to the name. Cheesy by name, utter shite by nature. Smells like rotten Brie.



Vandal Hearts

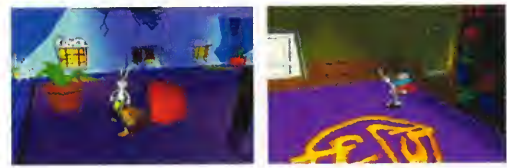
Magic, action, strategy and fighting. It's a corker that's for sure and was probably the best in the genre until



Final Fantasy VII arrived on this Earth. Even now if you've had enough of Square's brilliant offering this could well tide you over for a little while.

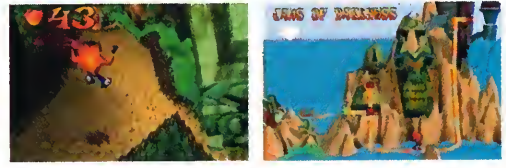
Bugs Bunny: Lost in Time

An inoffensive/bland platformer featuring that rabbit. Get it cheap or forget about it and get Ape Escape.



Crash Bandicoot

Classic platforming action. Not quite tough enough for the hardcore but there's loads of good stuff here.



Wild Arms

This Wild West themed RPG may be pretty mediocre, but it has some nice touches and at least it's original.



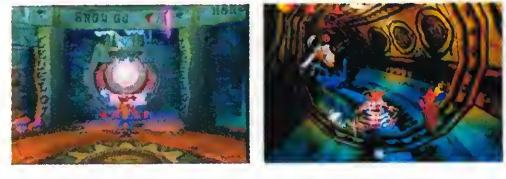
Captain Blasto

Basic platform action that amuses and entertains without excelling at either. Kind of polygonal in its own little way, and sort of quirky if you want to know the truth, but if it's truth you're after then try this on: Captain Blasto is a game played by chimps.



Crash Bandicoot 2

A massive improvement on the original with more variation than its predecessor. A winner.



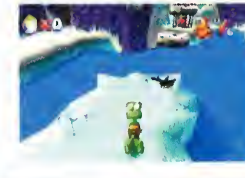
Casper

The cute and friendly ghost's PlayStation debut is a total bunch of utter utter ARSE! With no redeeming features and gameplay that would bore a corpse, Casper is one spook that is in need of an encounter with the GhostBusters. Who ya gonna call?



Croc

A Mario clone for the PlayStation was the aim for Croc, and it wasn't a bad attempt. A cuddly character in an original game with its share of playability thrown in. Not a bad buy if you can pick it up cheap but at full price there are better efforts on offer these days.



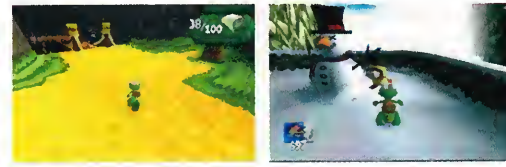
Crash Bandicoot 3



This is how sequels should be approached. The basic idea remains the same but the gameplay is revamped and redrawn for a newer, fresher, look, with more variety in the levels and an all-round tougher challenge. One of the PlayStation's finest platformers.

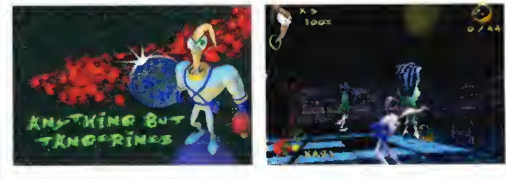
Croc 2

A cute game that's too tough for kids, too bland for hardend gamers who would prefer Ape Escape.



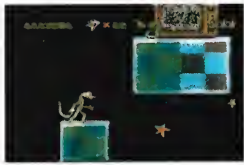
Earthworm Jim 2

An unimpressive update of a 16bit platform hero. Dated on release and absolute dirt now.



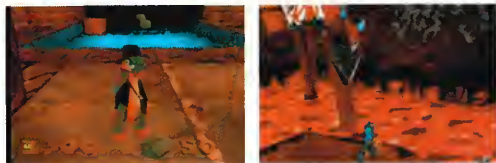
€ Gex ☆☆☆

Another effort which is worth a butchers' if it happens to be going cheap. A throwback to the PlayStation's early days when graphics like these gave everyone a stiffy, Gex is in need of a facelift (he got one – see below) but still provides limited fun for a while.



€ Gex: Enter the Gecko ☆☆☆

3D action and a number of all-round improvements. Still needs thinking about for over 30 quid though.



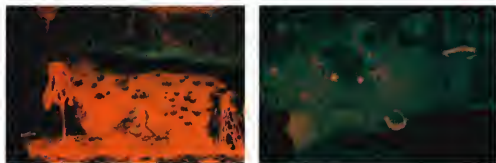
€ Gex: Deep Cover Gecko ☆☆☆

He's lean, green and back on the PlayStation scene in this stunning sequel. With more costume changes than Mr Ben on speed and an one-line library to rival Bruce Campbell's. Gex is deeper into his bizarre but beautiful 3D world than ever before.



€ Heart Of Darkness ☆☆☆

Great animation, great graphics... even a plot! A very decent effort for the discerning platform gentleman.



€ Hercules platinum ☆☆☆

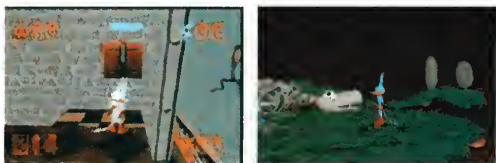
All the fun of Disney's re-re-writing of the famous Greek legend in a fine platform based caper.



Everything in this garden is rosey. Quality animation, top sounds, but oh no - it's only been a only a few hours of play and it's all over. Short, but fun.

€ Jersey Devil ☆☆☆

Tricky control in a very good game which still plays well today. In the top 10 platformers.



€ Johnny Bazookatone ☆

Another title that's destined to rot at the bottom of a bargain bucket. You can spot these ones a mile off



as even their names make you want to double over and puke 'till you see stars. When will these developers stop wasting our time?

€ Jumping Flash ☆☆☆

This well average platformer has nothing to do with ropey Whoopi Goldberg movies or Rolling Stones



Lyrics. Shame really, as it needs some slice of insanity to take it from the realms of mediocre. Easy to complete yet friendly. Inoffensive bargain fodder.

€ Jumping Flash 2 ☆☆☆

A sequel that was eagerly anticipated by no one except Whoopi Goldberg, who though her ropey



movie was about to be given the sequel treatment and a PlayStation tie in. Sorry Whoopi, this is just a slight improvement on the original game.

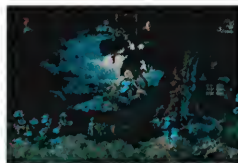
€ Klonoa ☆☆☆

A real surreal Japanese deal with an airborne floppy eared feline. The scary will revel in it.



€ Lomax In Lemmingland ☆☆☆

He'd have been better off visiting somewhere else, Lomax Crash Bandicoot Land, for example.



It's better there. That said, this does have elements of some originality, it's easy to play and not the quickest to complete, so, fivers at the ready for the little green git.

€ Jurassic Park: Lost World ☆

Never heavy on plot, JP:LW could have made up for it with stunning gameplay, but missed the boat.



€ Lucky Luke ☆

Aimed at kids, they told us. What, kids who like shit stuff? we asked. They never responded.



€ Mega Man X3 ☆

For some reason, that we will never know, crap games seem to be the horniest and most fertile genres out



there. The Mega man series just goes to show you what a dirty slut the original game was. Someone please show this crap to the family planning clinic.

€ Megaman 8 ☆

See any similarities between this screenshot and the one above? Suspicious? Do be, it's no better.



€ Mickey Mania platinum ☆☆☆

Remember the days when every game license was converted into a platform game, no matter what?



Well, Disney seem to remember and have given you lucky people this piece of retro-gaming action. It's short but it's fun and it's got a six foot mouse!

€ Oddworld: Abe's Exoddus ☆☆☆

The Gimp with the gift of the gab returned with more vocals to continue his puzzle solving frolics in this



superb adventure, platform, puzzle or whatever the bloody hell it was. Great fun and a real challenge but be warned, it ain't easy and it ain't always fair.

€ Pandemonium ☆☆☆

A 2D platformer made to look all 3D. Not bad, but there are those which do this for real.



€ Pandemonium 2 ☆☆☆

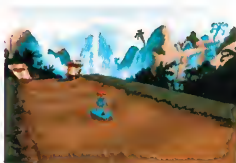
A 3D platform game that's "on rails" but offers enough fun and frolics to keep even the grumpiest person



happy. That is until you complete it while your waiting for an egg to boil. Nice game. Nice characters but the life expectancy of a sickly Mayfly.

€ Psybadek ☆☆☆

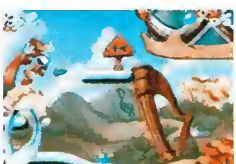
An unusual and psychedelic take on the platform genre, this funky funster is sadly marred by repetitive levels and fiddly controls.



One of those games which looks great when someone's playing it in the shop, but really needs a sequel to sort it all out.

€ Rayman ☆☆☆

The French and limbless character will soon have his sequel and TV series. The original game offers some



good and honest, no frills fun that will entertain those of you desperate to control a French and limbless cartoon character. You know who you are!

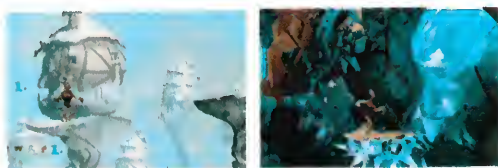
🕒 Rascal ☆

Like we said, you could do a lot worse, and this is a lot worse. Good looking, but absolutely no gameplay.



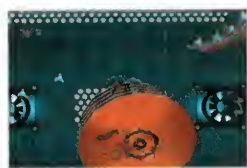
🕒 Skull Monkeys ☆☆

Awesome graphics but lacking in lasting appeal. One of the "best of the rest" if you know what we mean.



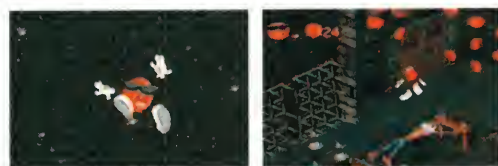
🕒 Spider ☆

Incey Wincey Spider, coming down the spout, Incey Wincey Spider began to scream and shout. He shouted with frustration that in his platform game, the graphics were abysmal and the gameplay was so lame. Like most spiders, this is best flushed down the bog.



🕒 Spot Goes To Hollywood ☆

Another example of 16bit characters failing to make the transition into 32bit gaming.

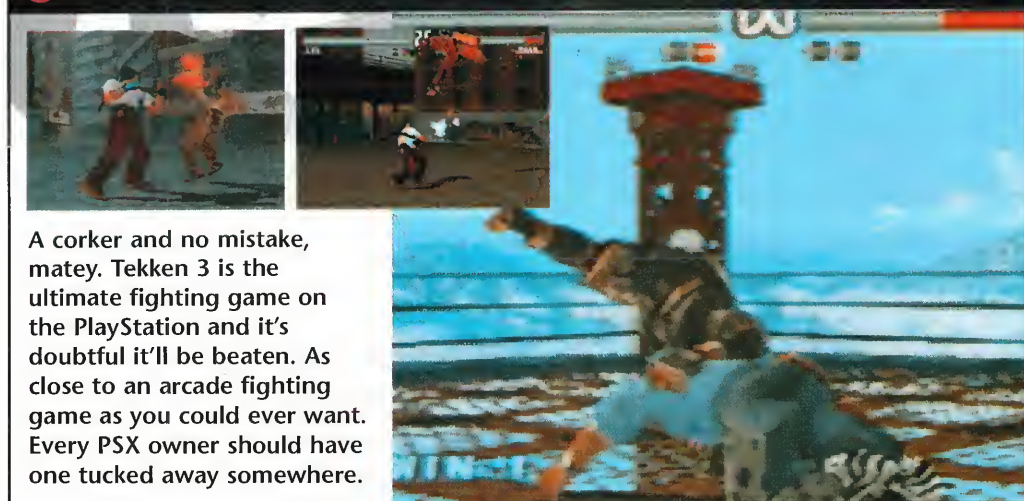


🕒 Trash It ☆

Go crazy with a hammer and smash stuff to pieces. Sounds like a dream, but can you see yourself still doing it in two or three weeks time? You can? Well then you're definitely a nasty bastard and deserve to play such a boring (if original) game as this.



🕒 Tekken 3 ☆☆☆☆



A corker and no mistake, matey. Tekken 3 is the ultimate fighting game on the PlayStation and it's doubtful it'll be beaten. As close to an arcade fighting game as you could ever want. Every PSX owner should have one tucked away somewhere.

🕒 Tombi ☆☆☆

Part puzzle with a spot of RPG thrown in for good measure. Put it on your list of must-buys at no. 108.



🕒 Wild 9 ☆☆☆

The world's first torture'em-up provides for many a laugh, plodding through this platform game using your 'victims' to aid your quest. Falls down in the long run with its lack of lasting appeal, but those inclined to pilfer could do worse than lift this.



🕒 Batman Forever ☆

Appaling dog's-mess of a game. The average human would be better served eating their own arse.



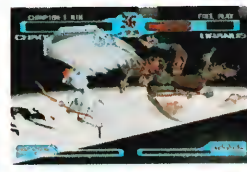
🕒 Battle Arena Toshinden ☆☆☆

An early PlayStation beat-em-up that was good, but has been overtaken by the likes of Tekken 3 and SoulBlade. Tekken 2 and SoulBlade are available on Platinum so it's hard to recommend this anymore. Good fighting fun in its time though.



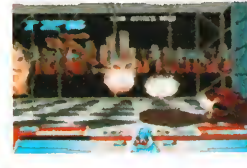
🕒 Battle Arena Toshinden 2 ☆☆☆

By release number three, this series was beginning to really show its age. When you compare this one to the Tekken stable, there is no contest whatsoever. The graphics look dated and the controls are now a complete joke. Best let this one wander of and die really.



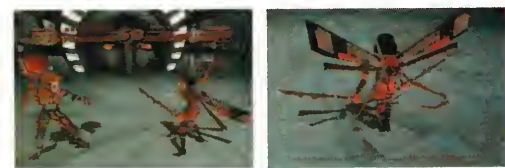
🕒 Battle Arena Toshinden 3 ☆☆☆

More magic scrapping action in the same vain as the other two. The series was struggling by this time as Tekken had been accepted as the number one beat'em-up, and something special was needed to get back the balance of power. This wasn't it, but it's still good.



🕒 Bio F.R.E.A.K.S ☆

Mutant fighting. Sounds good. Could've been a winner, but in the end, midget wrestling is better.



🕒 Bloody Roar ☆☆☆

A good looking beat'em-up which could easily have fallen by the wayside as one of the many average efforts. It doesn't though, thanks to some great moves and the excellent morphing characters who change from human to animal form. no Tekken, but a good effort.



🕒 Bushido Blade ☆☆☆

Handy for those bereft of patience. Big twatters of swords mean the best special move wins.



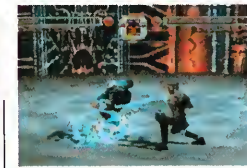
🕒 Cardinal Syn ☆☆☆

Unusual game from Sony with some odd characters and interesting scenarios. Lacking in adrenaline.



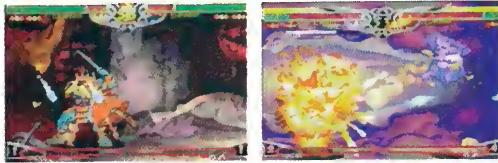
🕒 Criticom ☆

That old chestnut about the game with good graphics and piss poor gameplay has never rung more true than with this piece of stale wank. If you're one of those sad people that likes things this way, then by all means buy this game. But if you do you're certifiable.



Dark Stalkers 3

Street Fighter gets all gothic in this fun spook-em-up that amuses and frustrates in equal measure. A rental.



Dead Or Alive

Fast, frantic and sexy as phook. And the birds' tits wobble like mad! Gaming heaven.



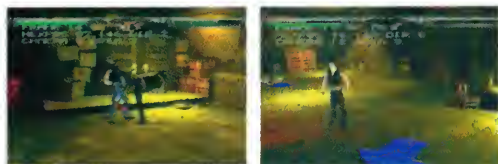
Evil Zone

Suprisingly good beat'em-up. Suprising because the Manga action is controlled with one button. Rent it.



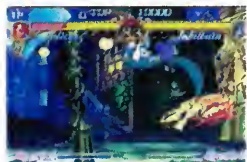
The Crow: City Of Angels

If he wasn't already dead, Brandon Lee would be slitting his wrists at the sight of this toss.



Darkstalkers

It's not like Capcom to use the Street Fighter engine for virtually every other game they produce is it?



This 2D exhibit is quite enjoyable in short bursts but really has been eclipsed by recent offerings. There are far better fights to be had in the school yard!

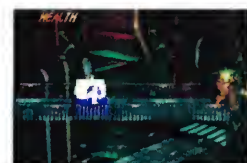
Dynasty Warriors

If you fancy a trek back in time to ancient Japan then this average kick-about fits the bill. On the other hand if you don't then it most certainly doesn't. A word of warning too - it's bloody difficult to play and you'll get your arse kicked time and time again.



Fantastic Four

The most ill advised title of all time. Fantastic it most certainly is not. In fact, replace the word Fantastic with any random expletive and you'll find yourself much nearer the mark. Rubbish that should be avoided more than a prostitute with leprosy.



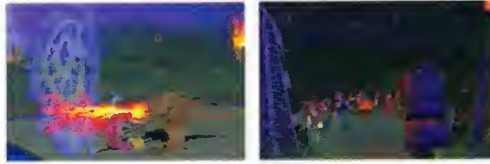
Fighting Force

Tries to mix adventure with fighting but turns up like Monica Lewinsky - a bit dull and far too easy



Iron & Blood

Where do they get the names from? The medieval setting makes a nice change but the game is average.



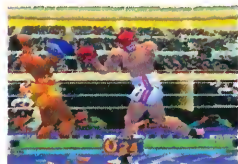
Iron Man

Show us a good comic character turned into a good game and we'll show you the Holy Grail. This is among the worst fighting games ever released and whoever believed that this was acceptable must have forgotten to take his tablets. Absolute arse.



Killer Instinct: Arena Fighters

Highly anticipated and highly disappointing kick boxing sim that failed miserably from the word go. It now looks dated, and as it was no looker originally it is the equivalent of a hairy old Greek lady. Best avoided if you know what's good for you. And we think you do.



Legend

Novelty slash 'em up in the mould of eighties' classic Golden Axe. Only worth a look if you're going to play in multi-player mode. The single player game will bore you senseless and if you're an only child you're better advised to steer well clear. Good post-pub fodder



Marvel Super Heroes

What more can you want from a game than the chance to pit SpiderMan against Wolverine and find out who will win. The main let own in the game is the use of the ancient Street Fighter engine. Still, it does have Marvel Super Heroes. Excelsior!



Marvel Vs Street Fighter

Not exactly a Street Fighter classic, but a rumble fest supreme if comic book heroes and hectic hand action's your bag. It's far better than most of the rehashed SF shite, but let's be honest, would anyone in their right mind really swap Tekken for this?



Mortal Kombat 3

These games rocked the world a few years ago, but video games have a habit of aging quickly and this one is no exception. With the domination of 3D fighting, it's hard to see a place for this old timer. Plenty of blood and gore though.



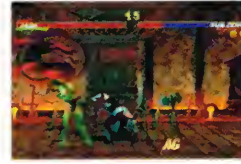
Mortal Kombat Mythologies

Take the worst part of the Mortal Kombat games and mix well with the shoddiest idea for an RPG, leave to fester 'till the mixture takes on a brown, crinkley and odorous form. Leave the mixture on a pavement and make local dogs believe that a new bitch is in town.



Mortal Kombat Trilogy

The original three arcade smashes rolled into one tiresome collection. They're all the same though.



Mortal Kombat 4

Mortal Kombat finally gets a game worth playing as it enters the 3D era. It still struggles to keep up with its rival beat 'em ups but it is at least a noble effort that puts up more of a scrap than its less illustrious predecessors. Worth a look for fight fans.



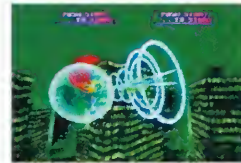
Pocket Fighter

A cracking little game that's great fun. See tiny characters beat seven shades out of each other using a variety of secret weapons pulled out from huge pockets. Street Fighter engine again, but oodles of novelty make this a good bet to buy.



Psychic Force

If this was good it might be worth buying, but as it's not then don't go near the little blighter. Rubbish.



Rise 2: Resurrection

Vastly over-rated robot fighting game that was the follow up to another vastly over-rated robot fighting game. There was certainly no learning curve on display as far as the programmers were concerned. You lot cottoned on though and didn't buy it thankfully.



€ Rival Schools: United By Fate ★★★★★

Schoolies' knickers on show in virtually every fight. Does it get any better than this? Capcom unleashed this ridiculously named game and won over our hearts cause it really was smart. Well worth adding to your cupboard if only for the gusset abundance.

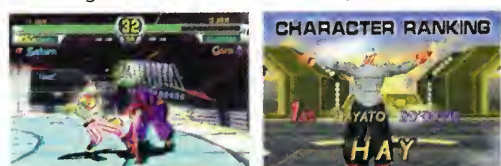
€ Soul Blade ★★★★★

A £20 game that simply everybody must own. One of the best fighting games to be released on any format.



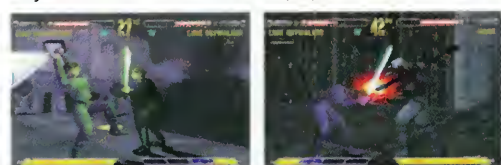
€ Star Gladiator ★★★★★

Another early attempt that did very well for itself with its sci-fi game. Out of this world (sorry!)



€ Star Wars: Masters of Teras Kasi ★★★★★

Similar to Soul Blade but with the likes of Luke Skywalker and Darth Vader to play with. Very cool.



€ Street Fighter Alpha 2 ★★★★★

Oh, God. Will they ever stop doing this? Who exactly owns a Street Fighter game and needs more identical stuff to play with? Stupid and rich people that's who, and they should all be shot - or taxed heavily. If you want a SF game just pick any at random.



€ Street Fighter Alpha 3 ★★★★★

Same old same old, as they say. More dreary geriatric Capconian jizz, and it's the stale smelly kind too!



Can someone please put an end to these in-bred Nintendo offspring please. There just ain't enough rumble juice to go around the playground anymore.

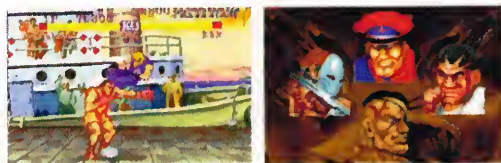
€ Street Fighter Collection ★★★★★

This does exactly what it says on the tin. Three Street Fighter games in one simple bundle. They're all the same underneath but you do get a variety of characters and special moves for your money. If you love Street Fighter then you can't go far wrong.



€ Street Fighter Collection 2 ★★★★★

The coffin dodger supreme, still doing the rounds. Worse than an aggressive anal wart infection.



€ Street Fighter EX Plus Alpha ★★★★★

Funny that Capcom realised that the Street Fighter series needed to pack it's bags and head for 3D territory and then decided to go back to 2D. Fools. This fleshed out SF'er showed how good the series could get if only they would carry it through.



€ Street Fighter: The Movie ★★★★★

Street Fighter: The piss take more like. What is going on? Game is turned into crap movie and then crap movie gets shunted back into crap game! Is it just me or is this the stupidest thing that the world has ever seen? Anyone who buys this should be bayonetted.



€ Tekken ★★★★★

Now we're talking fighting games. Forget your Street Fighters and your Toshindens and get this.



Tekken 2 is out on Platinum too, so you'd really be better of getting that. If it's bargain bucket toss up time, then this wins over all but the other Tekkens.

€ Tekken 2 ★★★★★

Even better than the above. Sony get ever closer to the perfect fighting game and it's gone Platinum too!



€ Tobal No.1 ★★★★★

An old and crusty fighting game that came out at the same time as Toshinden (you remember, there was an ice age.) It can't really cope with the current climate of hot beat-em-ups and really should just shrivel up and die with grace. Good for a museum piece.



€ Wargods ★★★★★

If Wargods was a bird you couldn't go wrong with it. Nice to look at with phook all depth. Unfortunately it isn't, so what we're left with is an empty-headed game that you've paid 40 quid for, and it won't even give you a wank! Get down King's Cross instead...



€ Yusha ★★★★★

If being totally off your mad assed tits was something that regarded as "good" then this offering from the "bad in the head" japs would be a classic. Of course weird does not equal reamness, as Yusha proves. Yes, it's weird as a hat stand, but, Jeezus is it shite. Run Away!



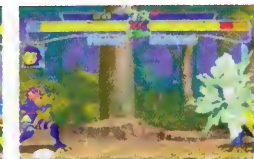
€ Vs ★★★★★

The ideal game for all aspiring gangsta rappers, with vicious scrapping on the streets of Los Angeles. Now all that's needed is a spot of Ice Cube and we're fully sorted. Unfortunately, the Uzi's and "shanks" are missing and it's all a trifle average, homes.



€ X Men: Children Of The Atom ★★★★★

Standard 2D fighter from the 2D fighter masters. Worth a peek only if you own ALL the Street Fighters.



€ X Men Vs Street Fighter ★★★★★

Triple X Men more like. You've a right to expect better than this half-arsed piffle.



€ Zero Divide ★★★★★

A ten tonne robot death machine is never going to be as agile as Bruce Lee so it's no suprise that this droid fighter is a bit on the cumbersome side. Who wants to play characters like these? People who like their games on the average side, that's who.



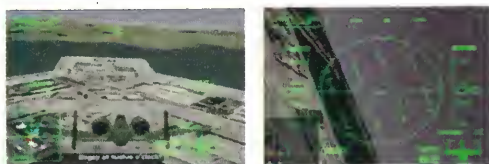
€ Zero Divide 2 ★★★★★

And the same could be said for this. The graphics in both games are the high point, although there is a good game in here struggling to get out. Maybe it'll make it if a second sequel arrives, but for now it's best left alone. Ne pas toucher, as the French say.



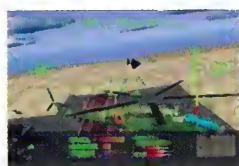
🕒 Ace Combat 2

Uncomplicated flight-sim type of blaster for those who want their gunplay that bit more realistic.



🕒 Agile Warrior

A vaguely involving fly'em-around'em-up which runs at a very reasonable speed even when the screen is full. Helped by a straightforward control method, it's fun for a few hours but tedium rears its head before the money's out of your Switch account.



🕒 Air Combat

So-so flight sim from the PlayStation's early days. Bit of a contender due to the wallet-friendly price tag.



🕒 Black Dawn

A black dawn eh? That's called night time isn't it. Anyway, this is actually the sequel to Agile warrior and has much more on than it's original incarnation. A fair excuse to take to the skies and shoot up innocent villagers. Why, it's just like being back in 'Nam. I guess.



🕒 Firestorm: Thunderhawk 2

It's big, it's hard and it needs to be plunged into battle as often as possible. All the fun of controlling a big vibrating chopper and non of the health risks. The second most fun time you can have with a big thundering nob. I mean chopper. Doh!



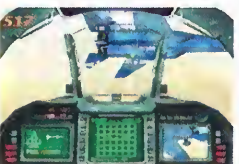
🕒 Gunship

If you want to take an Apache AH-64 to the skies and have plenty of controls to master, then you will be in overly technical geek heaven with this one. Good to play while listening to Wagner and crying "I love the smell of napalm in the morning". For furtive joystick fiddlers only.



🕒 Raging Skies

Or to give it its full title, Not Overly Full Never Mind Bloody Raging Skies. Ho, ho, no, but really readers, that isn't the name of the game, but it would be more accurate if it was. Anyway, bloody traffic wardens eh? They're everywhere. My mother-in-law is so fat...



JAPANESE CHART

1. Dance Revolution
2. Over My Living Corpse
3. Super Robot Fight
4. Lunar Story
5. Manga Knickers 4

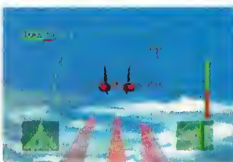
🕒 Strikepoint

Another game that makes no real mistake other than being really dull. There are bigger, better and more interesting fly-em-ups out there, so only pick this one up if you find it lost somewhere. It has no real place in your game collection, so best leave it.



🕒 Top Gun: Fire At Will

Thank you. We choose to fire now and we choose to fire at you, programmers, for littering the planet with such crap. Like Strikepoint above, does nothing to offend apart from offer sack-all in the way of anything remotely new or innovative. Utterly mediocre!



🕒 Warhawk

An early whirlybird simulation who's basic graphics badly let down a fair game. The games one saving grace is the fact that the missions are well designed and you find yourself needing to finish them. Available for a tenner in bargain box. Somewhere.



🕒 Wing Commander 3

Look at these screenshots. Don't they look great? That's because they're FMV. Space dogfighting your bag is it? - then you might dredge a morsel of enjoyment from this effort. But be warned, it doesn't look good and it doesn't play well.



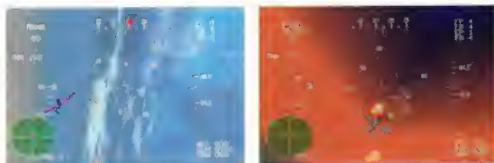
🕒 Wing Commander 4

Another Mark Hamill pay day and another tale of style over substance. Pants, with a capital shite.



🕒 Wing Over

Not an aircraft shagging simulation but a quirky aerobatics game. Pick it up cheap and you're away.



🕒 Wing Over 2

EJECT! EJECT! This game is on a collision course with downtown Shitesville. Oh, The humanity!



🕒 Alone In The Dark

One of the original PlayStation adventure games which takes the player into a haunted house scenario and provides it's fair share of mild shocks and light thrills. Cumbersome control and a now dated look haven't taken all the polish off this old girl. But they've tried.



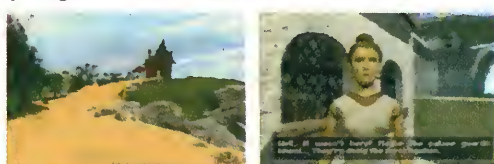
🕒 Akuji The Heartless

Strange voodoo dealings sound promising but in fact form part of an average effort. Wait for price to drop.



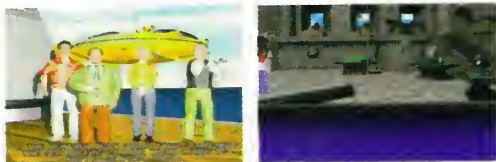
🕒 Atlantis

As interesting an adventure as tackling the perils of your gran's knicker drawer. Smells the same too.



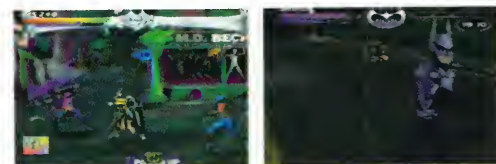
Ark Of Time

Ark of Shite would have been more appropriate. Bit of a CD-as-coaster scenario on here.



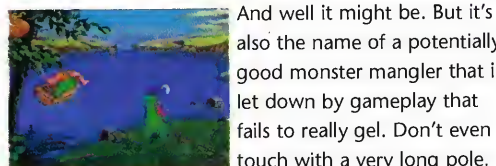
Batman & Robin

Twatman and Bobbins. An obligatory, crap movie tie-in game that the developers. Get the picture?



Blazing Dragons

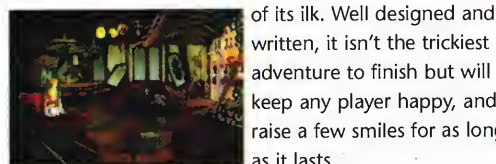
This may sound like the sort of stupid exclamation that Robin (the boy wonder) would squeak at Batman.



And well it might be. But it's also the name of a potentially good monster mangler that is let down by gameplay that fails to really gel. Don't even touch with a very long pole.

Broken Sword

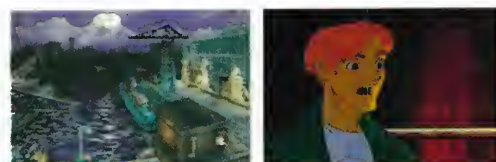
Monty Python humour abounds in this intelligent adventure which set the pace for PlayStation games



of its ilk. Well designed and written, it isn't the trickiest adventure to finish but will keep any player happy, and raise a few smiles for as long as it lasts..

Broken Sword 2

Only marginally better than the first, but a different dilemma means renewed gameplay aplenty.



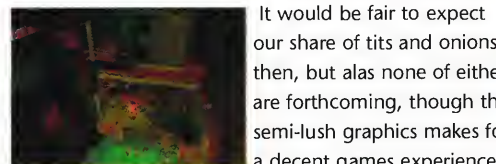
Chronicles Of The Sword

Bit of a pork sword, as it goes. Old hat, nothing new, you'd be mad to shell out for it, etc. etc.



City Of The Lost Children

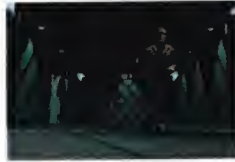
Basing a videogame adventure on a movie - oh that's new. Except it is when the movie is a French arty flick.



It would be fair to expect our share of tits and onions then, but alas none of either are forthcoming, though the semi-lush graphics makes for a decent games experience.

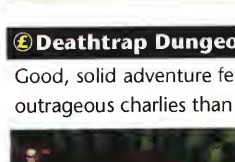
Cyberia

A dreamy looking game when it first appeared, Cyberia's graphical charm has dwindled somewhat in light of more recent achievements. Never a lasting adventure, it leaves a lot to be desired now, but shouldn't be totally dismissed out of hand.



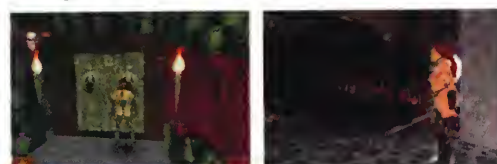
D

Two words that make no sense. Friendly fire. Another two? Interactive Movie. This one looks fair but you expect that from a game that is basically a movie that pauses for you to solve crappy puzzles. Save your money and go to the cinema instead.



Deathtrap Dungeon

Good, solid adventure featuring a heroine with more outrageous charlies than Lara Croft. Chut-chut-chut.



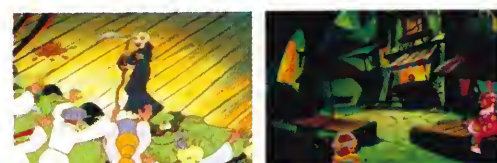
Discworld

A decent job of taking the essence and humour of the Terry Pratchett books and slipping them into a game. If a little more time had gone into the gameplay elements and the way the plot formed, it could have been a champ. Fans loved it but the rest of us left it.



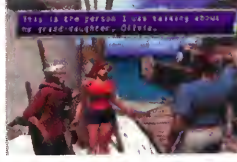
Discworld 2

And the same applies to this. Far from bad but only the mad-for-Pratchett brigade will mess themselves.



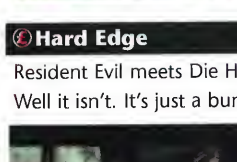
Diver's Dream

An aquatic nightmare of a game that should have been weighted down and chucked into the sea. The gameplay has a distinct odour of rotting fish hanging about it, a bit like a tomb-raider sub-game without the sub. Hope it sinks without a trace.



Excalibur 2255AD

An interesting and - for the most part - involving adventure with a decent mix of action and puzzles. Despite the different setting though, this is an effort which wants to be Tomb Raider and, naturally, fails. Not a bad buy if you can pick it up cheap though.



Hard Edge

Resident Evil meets Die Hard. Ohh, that sounds good. Well it isn't. It's just a bunch over- manganised shit.



Herc's Adventures

Fun for a very short time, but those who can be bothered will finish it easily. Unless they're spanners.



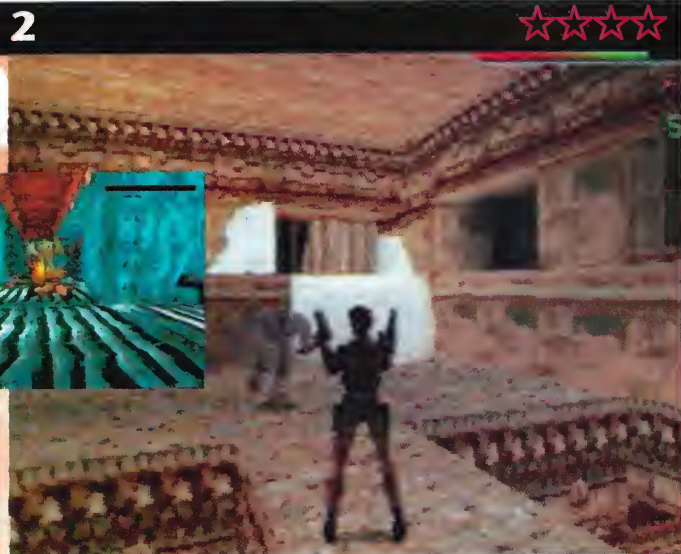
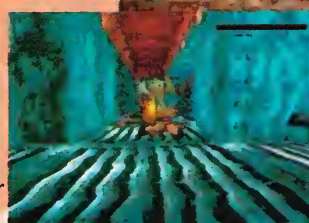
Legacy Of Kain

Vampire strangeness in this huge and impressive blood sucking adventure. A good buy in anyone's book.



Tomb Raider 2

Run, jump, fire, hang, say "Ooh!" when you bump into things. Better than the first in every way and one of the few genuine must-have additions to everyone's game collection. A larger game with less puzzling and more shooting action than the first. Top stuff!



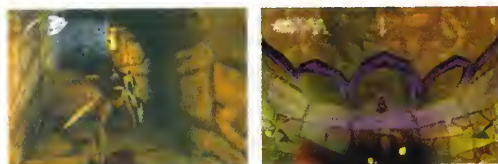
Little Big Adventure

A quirky adventure game lovingly converted from its PC origins that manages to entertain for a short while. But it doesn't really go far enough in any department. The graphics are nothing but run of the mill and the point of the game is easily lost.



Medieval

Ghosts n' Goblins is brought into the 90s in this excellent swashbuckling comedy type thing.



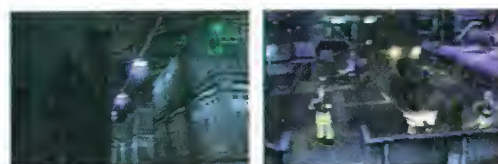
Men In Black

Cacky movie tie in which pseudo sticks to the plot of the film, but you just don't care.



Metal Gear Solid

One of the greatest games ever, playing more like a movie with you as the hero - Solid Snake. Just buy it!



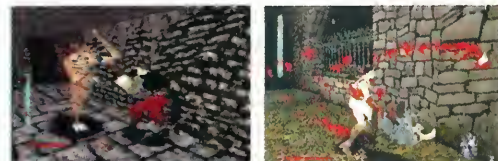
Myst

Judging by the manual, the programmers were well chuffed with this one. This just goes to show how up their own-ass some people can be as this must be one of the most pointless, slow and stupidly weird adventure/puzzle games ever. The CD makes a good frizbee.



Nightmare Creatures

Flawed but original and fun effort which'll satisfy your blood lust until you get out of prison.



Ninja: Shadow Of Darkness

Simple but effective puzzle elements combine with nice visuals to create an action-packed adventure.



US CHART

1. Star Ocean
2. WWF Warzone
3. Syphon Filter
4. Women's World Cup Farce '99
5. Lunar: Star Story

ODT

A poor attempt at creating a challenger to Tomb Raider. Someone'll succeed, sometime...



Overblood

A decent stab at a futuristic adventure, but the experienced gamer will find it piss easy to complete providing he can bear the long periods of tedium when nothing much happens at all. Shame, 'cos the boy had potential, but there you go.



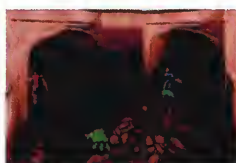
Parasite Eve

Great Full Motion Video, but hello? where's the game to match? Resident Evil without the good bits.



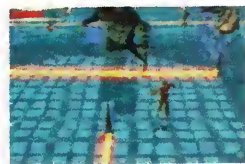
Perfect Weapon

Didn't score enormously highly because it doesn't have quite enough going for it, but this is one of those titles which if you make it half way through you'll lose sleep and food until you finish it. Looks great and you get to punch stuff. Christ, it's Naomi Campbell!



Pitfall 3D: Beyond The Jungle

Highly anticipated 32bit revamp of classic game from days of old, when, y'know, monkeys chewed stuff and that. It all worked out rather well as it goes, but since it's based on a concept of jumping over stuff and not much else, it doesn't "go" far enough. Good fun.



Psychic Detective

Ooh, could this game feature a detective that's Psychic? Hardly need to do much detecting if you can read peoples minds do you. "He did it officer, I read his mind." end of game. Shite Interwanktive movie shitefest. Shite-Shite that's heavy on the crap.



Reboot: Countdown To Chaos

Almost a genre of its own. Shooting, running... er, adventuring and what have you. Average and odd.



Resident Evil

Zombies! Gore! Guns! Shooting! Crack! E! Prostitutes! Combine any four of the above and a fantastic game ensues, and this is the one which broke the mould and set a new standard for others to follow. Slightly limited by today's standards, but a bargain at the price.



Resident Evil 2

Twice the adventure of the first game. Leon and Claire's battle is, shock-horror, a stunning shock-horror



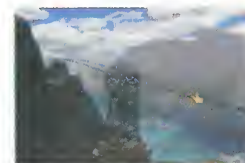
Resident Evil: Directors Cut

Justly falling between RE 1 and 2 for quality, and the chance to get a peek at RE2, which has come out now and therefore makes this version totally obsolete. If you absolutely must own RE1 then this is a better version. Just as scary, but more so.



Riven

Not much of an adventure game, but a very striking little collection of moody holiday snaps.



€ Sentient ★★

In-depth and challenging, but dated and cumbersome to play. Like giant chess with live animals as pieces.



€ Silent Hill ★★★★★

Buy it and make sure you've got a years supply of incontinence pants. It's scary, Jesus is it scary!



€ Soul Reaver ★★★★★

Lara meets Vlad The Impaler and has herself a right good time. It's not TR3, but it does have vampires!



€ Spawn: The Eternal ★★

Actually considerably better than the film. Just as prison-rape is better than death, just.



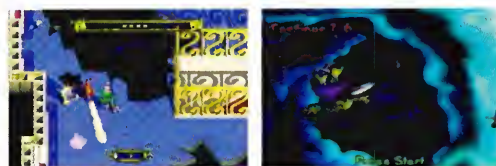
€ Spyro The Dragon ★★★★★

Is he Croc? Is he Crash? Is he Sonic the fer-hucking Hedgehog? He's a bit of everything and a lot of something else. If you can forgive the often annoying camera angles then this platform/adventure is a fine game to own. Looks and sounds fantastic.



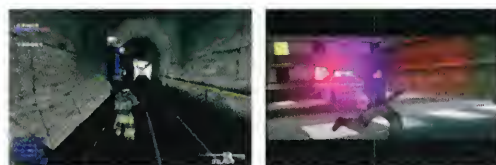
€ Swagman ★

A spooky cartoon adventure. But then so is Scooby Doo, and it didn't cost 40 quid to watch.



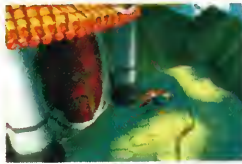
€ Syphon Filter ★★★★★

A fantastic bullet frenzy action movie of a game that gets your blood lust up while making your brain strain.



€ Tai Fu ★★

Tony the Tiger quits fighting for Frosties and dishes out some savagery in a brutally boring game. Sugar coated this isn't, but kiddies will lap up the feline fu like it was Farley's and milk. However we still think kung fu pussies should stay where they belong - in Bond films



€ Tenchu ★★★★★

Good stuff this. Stealth, cunning and realism required. It's a bit like shagging your mate's mum.



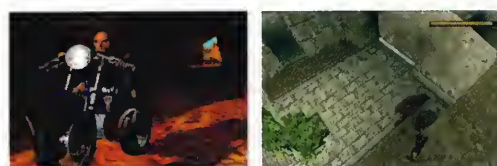
€ Time Commando ★

Going back in time and monkeying about with history may have been fun for Michael J Fox, but for this clumbering brute of a game it's just a pain in the arse. If you're rich and like wasting space in your game cabinet, then buy away. Everyone else, hide under your beds.



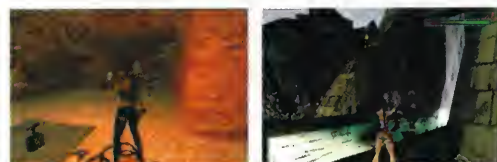
€ Tomb Raider ★★★★★

The game which launched a thousand magazine covers. And the same amount of pretenders.



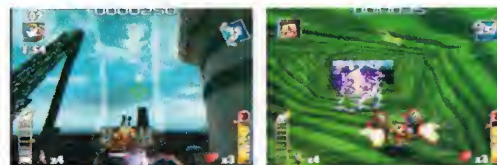
€ Tomb Raider 3 ★★★★★

Improved graphics and puzzles so hard they star in pornos. Should have offered more, but still great.



€ Aironauts ★★

It's not PlayStation Pilotwings, but anyone looking for an instant buzz will enjoy this. Good for a bargain.



€ Alien Trilogy platinum ★★★★★

Not in the same league as Die Hard Trilogy in terms of value for money. This one gives you control of Ellen Ripley as you Doom your way round Alien infested corridors. Dark, edgy, trouser browning action that will appeal to fans of the movies.



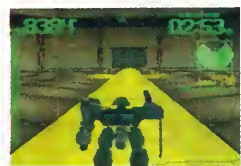
€ Apocalypse ★★★★★

Better than expected shooter with annoying in-game comments provided by Bruce Willis himself.



€ Armoured Core ★★

At first play, this game seems like a robot death machines wet-dream. Impressive sound and graphics that quickly get lost in some very samey level design. Some nice touches though, you can customise your droid up with the money you make. Fair.



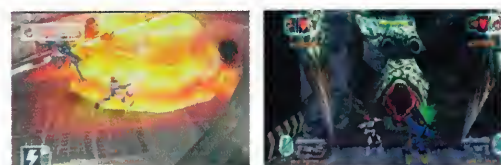
€ Area 51 ★

No no no no no! A bland conversion of a bland light-gun coin-op. It has nothing on Time Crisis or Die Hard Trilogy so don't even think of buying. It may appeal to tossers who are in to all that Roswell autopsy guff. Why? Who cares, let the geeks waste their money.



€ Assault ★★★★★

The best elements from classic shoot'em-ups combined with a few fresh ideas to create a fast frag frenzy.



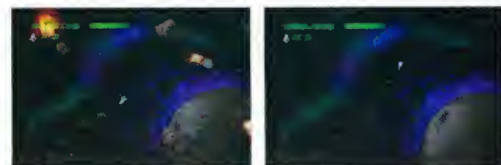
€ Assault Rigs ★

This goes to show you how good some of the early PlayStation stuff can look. It's got a great soundtrack and some some nice touches in what effectively is, a Doom clone in a robot suit. Good for its time and a worthy ten quid purchase, but any more.



€ Asteroids ★★

Plain and simple revamp of the classic arcade blaster. Repetitive, addictive and ultimately limited.



Cash trash

Because there may be hunger in Africa..
But money is there to be spent!

He's so camp, he makes C3-PO look like BA Barracus. Yep, It's that aquatic toss-pot Jar Jar Binks. This lovingly crafted alarm clock can vibrate you awake and tell the time in dumb-ass Jar-jar speak. You can also stick hot needles in his eyes and hope that we have seen the last of the Star Wars character we lovingly call "wanker!" Such pranks will cost you £49.99



Now this is more like it! These Jedi Master money boxes are articulated for your money saving pleasure. Connect all three and they'll react to give you a full on Force experience.

€ Auto Destruct

A good-looking game in its own empty way, this is something of a conundrum. It'll keep even the most hardened gamer struggling for days on end, but uses the difficulty to make up for the lack of variety. If you're shit hot at games and crave a challenge, try it.



€ B-Movie

Alien-chasing shoot-'em-up with some subtle humour to keep you amused. Tricky to complete.



€ Battle Stations

Battleships for those who can't be bothered getting the board game out of the loft. Resides in Loserville.



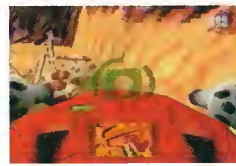
€ Beast Wars

Metallic shooter. Bland graphics and uninspired gameplay. Fancy it do you? Well you would...



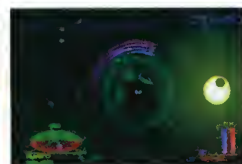
€ Blam! Machinehead

It sounds like a dull college indie band and plays no better. A 3D shoot-em-up with the occasionally nice graphical touches that's let down by a stupid name, over complex missions and a control system that just isn't nice to use. car boot sale purchase only.



€ Blast Radius

Star Wars style shoot-'em-up that doesn't quite cut the mustard but ain't bad for a quid or two.





All the fun of a piss-soaked 1970's arcade combined with the warm glow you get when all your keys are strung together in one huge metallic ball of clank. Oh Pong, how we remember being gob-smacked by your bat and ball antics. You'd never think there was that much you could do with this classic, but top marks to Tiger for giving a simple game more options that a £500 a night hooker!

So you want to sit by a puddle of water for days on end, but just don't fancy fingering a slimey fish eh? Get Fishing Champion and enjoy gill free fishing that, like most things, is great fun when you're drunk. Definitely a Christmas must!



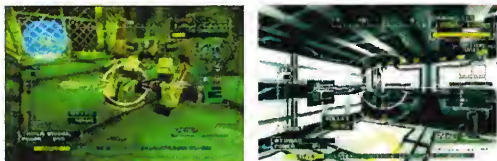
In need to polish up your chess skills for that all important chess club showdown? Probably not. However, if you fancy brushing up your strategy skills while being told that you're crap by a monotone computer voice, then this groovy piece of kit is for you!



It's Defender and it's small enough to fit in you're pocket and make the girlies think that John Holmes has come to town. Top blasting/key saving action!

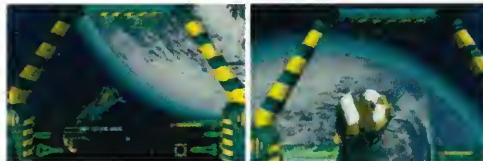
🕹️ Brahma Force ★★☆☆

The third Kileak the Blood release is surprisingly absorbing stuff. Got a brain? Get a copy.



🕹️ Colony Wars: Vengeance ★★☆☆

...and indeed did with this great sequel. Complex missions, frantic action, an all-round winner.



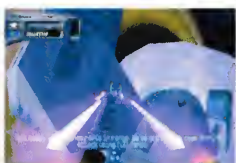
🕹️ Critical Depth ★☆☆☆

After Tigershark failed to sink the Bismarck, this shot just wide too. The idea is great. The game's crap



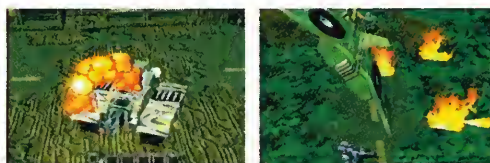
🕹️ Colony Wars ★★☆☆

All the fun of pretending to be Luke Skywalker or Starbuck out of Battlestar galactica. When you master the controls you're given a game that's rewarding and frustrating in equal measure. The multi-ending campaign is a nice touch. Could have done more really...



🕹️ Contra: Legacy Of War ★☆☆☆

Horizontal scrolling shoot'em-up offering nostalgia at best and tits-all at worst.



🕹️ Duke Nukem Time To Kill ★☆☆☆

Duke fills the hot-pants of Lara Croft in this third-person time-tripping bonanza. Doesn't have the dept. or complexity of the Tomb Raider series, but provides a blast-fest alternative for those who put destruction on the top of their list. Crap screenshot, eh?



Epidemic

The first sequel to Kileak the blood. It doesn't offer anything new and quickly gets boring.



Exhumed

Flawed Doom clone set in ancient Egypt which musters some of the gameplay elements of its hero.



Fade To Black

A great 3D Arcade adventure shoot-em-up that makes you think with your brain, as well as your trigger finger. The third person perspective has been topped by the likes of Tomb Raider and Duke Nuke'em, but this one has a few in game surprises of it's own. Top.



Final Doom

The Doom games are classics and a landmark in gaming technology. This sequel is a goodie but a toughie, it's only fault is that it runs slightly slower than a basic PC version and can only be played two-player with a link-up cable. Worth getting 'till Quake2 debuts.



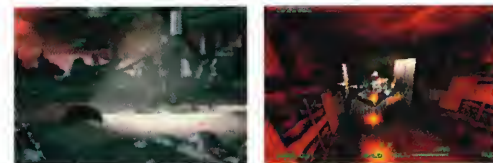
Firo & Klawd

Fancy taking control of a comedy cartoon cat and ape? Step right up. Rather eat Satan's trousers? Stay away.



Forsaken

Cool graphics, loads of action and a decent soundtrack. Not the easiest game to get into though.



Frenzy

Nothing to do with the violent Hitchcock movie, which is a real shame as this cartoony blaster is a complete pile of toss. The fair looking graphics completely fail to beef up this empty feeling game that can be completed by a retarded cow-pat. Not good. Not Good.



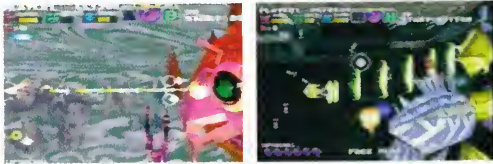
Future Cop: LAPD

To all intents and purposes a continuation of the Strike series (y'know, Urban, Soviet and all that), this took the slightly aged gameplay to a higher level with its impressively dark undertones and atmospheric graphics and sounds. Blimey, that was serious!



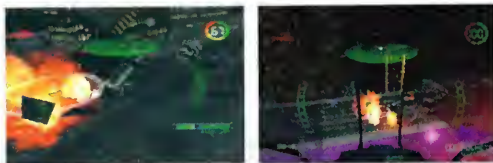
G.Darius

Classic arcade-style gameplay and stunning visuals make this highly playable but short-lived.



G.Police

Class futuristic shoot 'em-up. Flying around mega cities and blasting the bad guys - close to top notch.



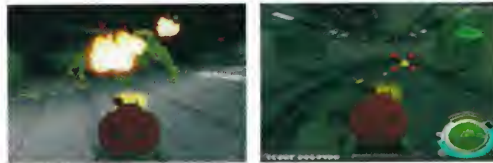
Galaxian 3

An interesting idea spawned long before the "let's do an old thing, but make it 3D" bandwagon began to roll. The beauty of Galaxian in the arcade though was its simplicity - Space Invaders with bits that fell off. This reworking was a brave idea which fell flat on its arse.



Ghost In The Shell

A comic book inspired game that never quite manages to achieve its aim. Another car boot sale bargain.



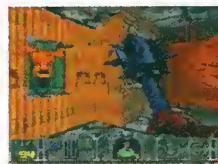
Hard Boiled

Based on the cult comic books of Frank Miller, drive a big tooled up Chevy "in the future". Hey, no thanks.



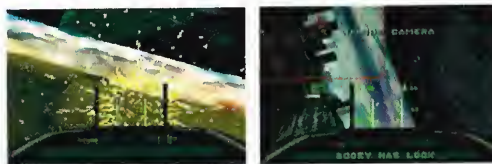
Hexen

Eagerly awaited magical-blaster-cum-gorefest which pleased the Doom crowd when released for the PC. However, seems as though the programmers were wearing their "Let's Make a Good Game Shit" helmets for this version though, and they've done a hell of a job.



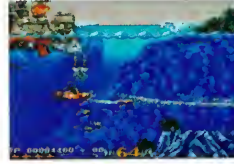
Independence Day

Style over substance in the movie. Crapness over everything else in the game. Utter dog's toss.



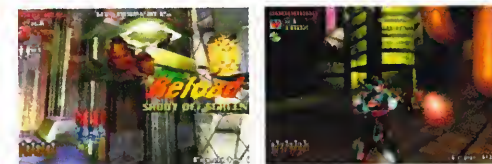
In The Hunt

Underwater submarine-based (well it'd have to be, wouldn't it?) shoot'em-up with enemies to fire at and other stuff to do. Not a fast moving concept but it could have been fine, had the submarines not looked like the work of a hook-handed three year old.



Judge Dredd

Okay shoot 'em-up from Gremlin which has the distinction of making the leap to arcade.



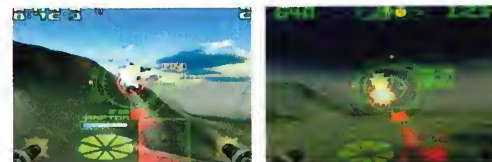
Kileak The Blood

Spawner of sequels and pretenders alike, it paved the way for some great titles but has passed its sell-by.



Krazy Ivan

Enormous robots shooting each other across the Russia steps. It's not a bad old game for its age.



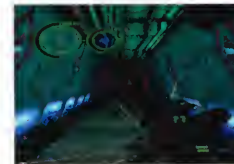
Lethal Enforcers

If filth could be transformed into a game then this is as downright stinky as you could go. Dire graphics are only one part of the problem with LE, since it'd fail to keep the attention of any sane person for more than half an hour. Apart from that it's a real treat!



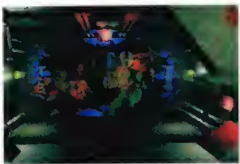
Lifeforce: Tenka

Games which set their stall out by being very dark have to work a lot harder than others to make it into the ranks of decency. This is an effort that made the grade, with crisp visuals and an effective, eerie type of gameplay which, although now old, still impresses.



Loaded

A fast moving isometric shoot-em-up where you get to control gun totin' freaks. The graphics were done by 2000 AD's Simon Bisley and it features a top sound track by Pop Will Eat Itself. Good two player fun, but let down by our old enemy, repetitiveness.



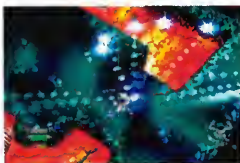
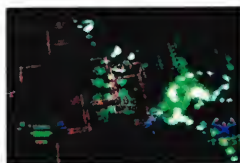
Lone Soldier

That old arcade classic, Commando is given a 3D treatment. That sounds promising at least. However, a potentially good idea somehow becomes the worst shoot-em-up in the history of the genre. Games this piss poor aren't even worth burning. Shite.



Machine Hunter

3D effort which borrowed from the 2D Loaded, but fails to recapture the spirit. Worth a few quid.



Maximum Force

Following the success of the excellent Time Crisis came a wave of titles intent on cashing in. None came poorer than this disgrace and if you see it in the dirt bucket at your local game retailing emporium, offer them a fiver just to see what we mean. Wank.



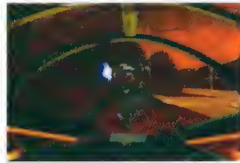
MDK

Murder, death, kill is the name of the game and that's exactly what you have to do. The graphics are excellent and the gameplay is novel. The game is only let down by the constant assault you're put under. Great if you can find it cheap.



Mechwarrior 2

A more arcadey version of the PC classic that gives you the chance to stomp around in a lumbering 'Mech and blow the shit out of your enemies. It can get quite tough and is an acquired taste. A fun shoot-em-up that can be found at a knocked off price.



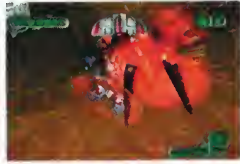
N20

Shame about this one because it has a lot going for it. Wildly coloured backdrops and lightspeed movement through the 3D levels to a reasonable if standard soundtrack, but there's never quite enough going on. Wasted potential. The Stan Collymore of games.



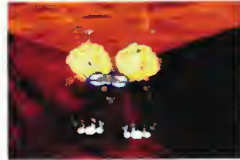
Nanotek Warrior

A Psychedelic 3D blaster that does everything to the best of it's abilities but still fails to attain ultimate reamness. Another one of those games that's worth having if you can find it going cheap, or get given it by a relative for christmas. Not bad, not that good.



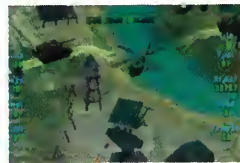
Novastorm

This one harks back to the days of the original PlayStation demo disk and boy, does it show. It plays like an "into the screen" 3D version of R-type, but with anything that would make it good removed. Times have moved on, so avoid at all costs.



Nuclear Strike

This sequel to Soviet Strike improves slightly on the graphical front and has a few new touches. Both this and Soviet are fantastic shoot-em-ups but this one just about wins out and makes a worthwhile addition to your collection.



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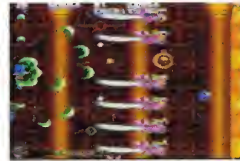
One

Yawn. Another case of great graphics let down by getting really boring, really quickly. The lucky thing is, with a title as "inspired" as this one, the possibility of sequels called One Two and One Two Three is almost too stupid for it to happen. Thank Allah for mercy.



Parodius Deluxe

Nothing to do with ancient Roman hamburgers and a lot to do with conversions of tired coin-op shooters. There was a time when this sort of game turned heads, but that era is over. This title is just a sad reminder of how we were all so easily pleased once



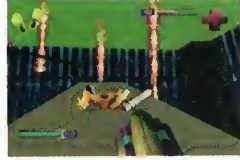
Philosoma

Bright and fast with a lot of variety, which ironically leads to its downfall. Borrowing from just about any old effort you care to mention, Philosoma crams a lot onto the screen and mixes in some decent sound, but it's too much of a mish-mash.



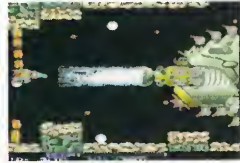
PO'ed

Your supposed to play a character that's Pissed Off and out to whoop some ass. It's graphically empty and not nearly challenging enough for anyone with even the smallest set of arcade skills. The only PO'ed people will be those who shelled out on this crud.



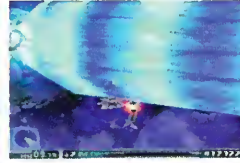
R-Types

Remember in the early 90s, when a reasonable proportion of misguided Mancunians took to wearing flares? Seemed like a good idea until the holiday snaps came out, and its the same story with R-Types. Leave the crap in the cupboard where it belongs.



R-Type Delta

A shoot-em-up that's more old skool than a hanger full of Rubicks cubes. Blasting action taken into the 90s



Raiden Project

Just as great graphics can't hide a crappy game, great playability can hide shoddy visuals. This type of all out shooter was all the rage a few years ago. This one has all the ideas that made the genre worthwhile. Take a look if you want to hark back to simpler times.



Time Crisis

A fine example of how a lightgun game should be produced. A must-have for all shooter fans.



€ Rapid Reload ☆☆☆

Decent stab at an old style shooter which looks more and more dated with subsequent releases. The effects are good and the overall level layout makes for an entertaining "romp", but flat scenery and little innovation makes it dull too soon. Nae bad.



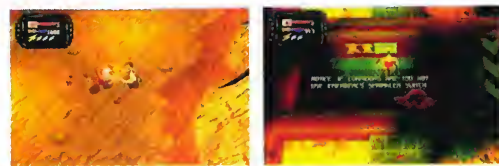
€ Raystorm ☆☆☆

A fine but standard shoot'em-up. Doesn't warrant the 40 note price tag though.



€ Reloaded ☆☆☆

The sequel to the gory Loaded which was nowhere near as good as it promised to be. Still enjoyable



€ Revolution X ☆☆☆

An unusual shoot-em-up in an Operation Wolf Stylee. You have to shoot up the establishment with your CD chucking machine gun and clear the way for Aerosmith to take over the world. God save us from corporate rock and squitty-arsed games like this.



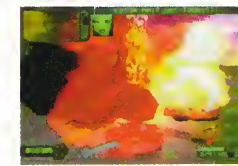
€ Robotron X ☆☆☆

More arcade revamp-age and another example of why the dinosaurs became extinct. More cheddary than a horse's bell in a heatwave, the highlights are the lumino-scenery and... well let's just stick with highlight, shall we. Bottom of the food chain, this kind of thing.



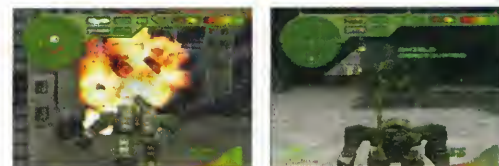
€ Rogue Trip ☆☆☆

Wish You Were Here meets Twisted Metal, except it's slightly unfair. We've all wanted to twat bejesus out of crappy holiday reps, but it's the reps who do the damage in this derivative affair. Good idea gone to waste. Rather like asking rep for advice.



€ Shadow Gunner ☆☆☆

Robot warriors. Killing each other and such stuff. As indeed they have done better many times before.



€ Shadow Master ☆☆☆

Great-looking blaster with loads of intelligent action. Get you're brain in gear, this one's for you.



€ Shellshock ☆☆☆

3D tank thang where combat strategy comes into play. Worthy but dark, and dull, dull, dull.



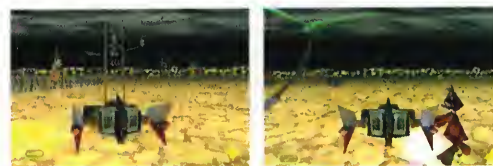
€ Shockwave Assault ☆☆☆

Poor, misunderstood alien bastards attempt to invade the earth and it's your job to show 'em that we don't like strangers round these parts. However, you'd be well advised to save the last bullet for yourself. It really is so bad that you'll feel suicidal. Avoid, at all costs.



€ Slamscape ☆☆☆

One of the poorest futuristic shooters ever created. Unless you know different, Marty McFly..



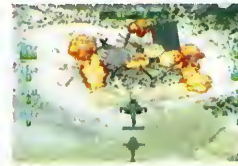
€ Small Soldiers ☆☆☆

The game of the surprise hit film. Mini soldiers causing major mayhem in a well presented game. Comes into its own in two player mode where days will pass like moments, or clouds, or whatever, but a worthwhile buy for the friendless. Get some mates first



€ Soviet Strike ☆☆☆

These Strike games all share the same excellent quality of gameplay as they do everything else. Once you own one you've got a fair idea of all the others. Nuclear Strike is the best of the series, but this one shares pretty much all of Nuke's good points.



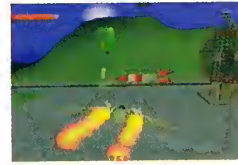
€ Starblade Alpha ☆☆☆

The arcade version was terrible and this conversion, amazingly, manages to be even worse, which must have taken some doing. Who would have thought it could be possible? The lame programmers, obviously. Deserves to be ignored but begs to be strangled. Naff.



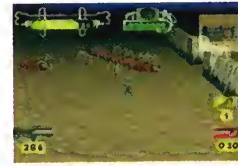
€ Starfighter 3000 ☆☆☆

An early 3D effort with some fine but all too rare moments of action, particularly when viewed from the external angles. Speaking of which, its angular emptiness is the reason it becomes so boring so quickly. Worth a fiver for a quick blast.



€ Steel Harbinger ☆☆☆

See that single star in the right hand corner? That means that a game is a bunch of vile gut juice and it's never been more accurate than with this painfully bad blaster. Waste your money on anything else than this and you will be a lot happier with the world.



€ Steel Reign ☆☆☆

Painful weather that. Almost as grim as the weather in Manchester. The game itself is even worse.



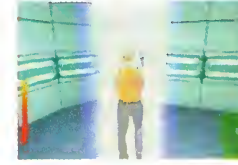
€ Tempest X3 ☆☆☆

Three games in one, so let's do some maths. Now class, listen up. 3 x shite = triple shite.



€ The Fifth Element ☆☆☆

Big news at the box office thanks in no small part to the unfulfilled promise of a spot of Mira minge. No such empty promises here, but a whole set of new ones encompassing everything from plot and graphics, to gameplay and ultimately, point. Utter nonsense.



€ Tigershark ☆☆☆

Dull nautical non-event involving blasting all and sundry in the big, deep sea.



€ Total Eclipse ☆☆☆

Marginally more entertaining than the Bonnie Tyler tune, but then so too is partaking in the naked 400m barbed wire hurdles. This screenshot gives the impression that the game looks okay. Don't be fooled, it looks like it plays, and it plays like Sunderland.



€ Tunnel B1 ☆☆☆

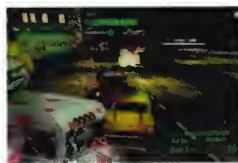
Fast tunnel-based blaster that set the pace in the early days and now limps around at the back.



In its day it looked the business but things have moved on considerably since then. So it's 'bye-bye B1' and 'hello more interesting pastime'.

€ Twisted Metal ☆☆☆

The original PlayStation road rage game was a jerky disappointment, despite its cool 'kill 'em all' attitude.



Featuring psychotic ice cream vans and hellbent taxis, it's been surpassed by games all smoother and generally more alluring. So we move along now to...

€ Twisted Metal 2 ☆☆☆

A superior sequel to the original which still features a bunch of cars that have been fitted with a stupid



amount of fire power. Enter an arena and kill everyone you see. Much better than the first one and worth a look for anyone who suffers serious road-rage.

€ Viewpoint ☆☆☆

It may sound like a cheap Bournemouth bed 'n' breakfast but is actually a visually attractive



shoot'em-up that is heavy on the old-school shooting side. It's a shame that tricky play lets down what is otherwise a fairly reasonable no-brainer.

€ Vigilante 8 ☆☆☆

An excellent blend of speed, bullets and no holds barred action. This is what Road Rage is all about.



€ Viper ☆☆☆

Good-looking shoot'em-up, but one that also offers nothing original in terms of gameplay.



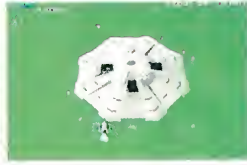
€ X2 ☆☆☆

You can't beat a game with a nice and unassuming name. X2 features some pumpin' techno soundtracks and a difficulty level that will make you rip out your own hair, and that of anyone else to hand. Feeling tough then have a look. Wimps should stay clear.



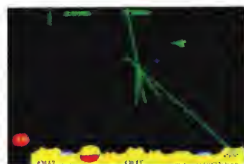
€ Xevious 3D/G+ ☆☆☆

As game names get more and more ridiculous the gameplay goes down and down. Trash. Avoid.



€ Atari Arcade's Greatest Hits ☆☆☆

A rather dreary compilation of old 'classics' with an added backstage tour of the games' origins.



€ Atari's Greatest Hits 2 ☆☆☆

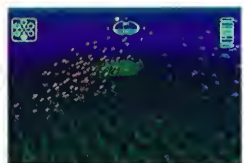
Another chance to remind yourself just how far games have advanced in such a short space of time.



Nostalgia, but little else. Certainly very little enjoyment or long term pleasure to be gained. Slightly better games than volume one managed.

€ Aquanaut's Holiday ☆☆☆

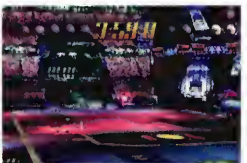
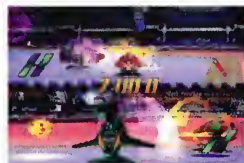
Games equal fun, that's how the equation is meant to work. This is the loosest use of the word "game" that



you will ever have the mis-pleasure to "play." Aquanauts at work, now that would be something. A truly awful game that has no place anywhere.

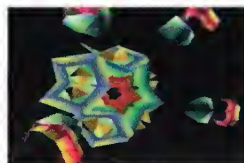
€ Ball Blazer Champions ☆☆☆

Sounds painful but turns out to be an okay game. Never spectacular but might be worth picking up.



€ Baby Universe ☆☆☆

You know that sound to light flashing demo thing that you get with your PlayStation? Well now you can pay £20 for a slightly better one if you're mad. As something to leave on in the corner of a room during a party it might be okay, as anything else it's tres poor.



€ Bust A Groove ☆☆☆

Dance yourself to death with this cool Parappa clone. Classy game packed full of annoying music that you'll



be humming for days. If anything though it's more fun to watch than play as you can appreciate the comedy of the characters more. Check it out.

€ Chessmaster 3D ☆☆☆

You can either play chess or you can't Those who can but can't find anyone else to play may find this one interesting. Anyone else would be better advised of getting a board and playing a real person. Remember them? They look like you! Well.. almost.



€ Courier Crisis ☆☆☆

Gameplay crisis would be a better title. A modern day Paperboy that goes badly wrong. Best avoided.



€ Bomberman World ☆☆☆

Multiplayer frag-fest that will keep you and your mates up all night long. But not much cop in single-player!



€ Dodgem Arena ☆☆☆

Straight out of the heart of Amsterdam's Red Light District comes this cross between WipeOut and Ice



Hockey. Collect the puck and fire it into the moving goals. Bloody difficult, bloody frustrating and another of the brigade best played in two player mode.

€ Die Hard Trilogy platinum ☆☆☆

Thrills and spills from start to finish in this varied movie caper. Quality game well worth owning.



€ Extreme Pinball ☆☆☆

Oh no it isn't. You'd have more fun playing one of those crappy plastic poundstore pinball games than going anywhere near this bunch of rusty balls. For god's sake, if you want to play pinball then go to the pub and pay fifty pence. Pointless crap.



dealer



reader top10

Tootin' heck, you can't half brag about your most respected games can you. It's been a fresh new month and we've got a fresh new list for you. If you don't like the order, you've got no one to blame but your oh-so-picky buying natures:

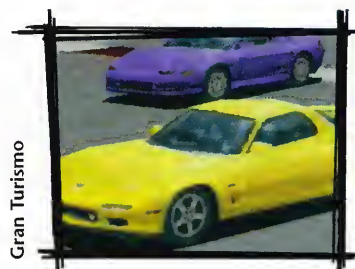
1. Metal Gear Solid
2. Gran Turismo
3. Final Fantasy VII
4. Oddworld: Abe's Exodius
5. FIFA '99
6. Resident Evil 2
7. Tenchu
8. Tekken 3
9. UEFA Champion's League
10. Syphon Filter

As with Yin we have Yang, the darker negative force in the Universe. Just to show that everything is balanced – here's a list of really shit games that you hate with a passion.

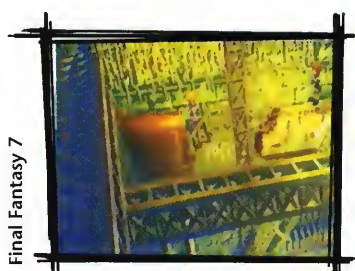
1. Wreckin' Crew
2. Independence Day
3. Hardcore 4X4
4. Overboard
5. Motor Mash



Metal Gear Solid



Gran Turismo



Final Fantasy 7



THE BEST PLAYSTATION GAME OF ALL TIME IS

Because.....
 2.....
 3.....
 4.....
 5.....

THE WORST PLAYSTATION GAME OF ALL TIME IS

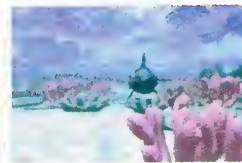
Because.....
 Name.....Age.....
 Address.....
 Game you'd like to win.....

Send your entry to: PRO VOTES, IDG Media, FREEPOST (SK3038)
 Macclesfield SK10 4EY or e-mail me at chicken@idg.co.uk

Fluid



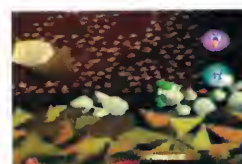
Trippy flipper-fest with this music creating Dolphin. Only for the serious post-club chill out really.



Frogger



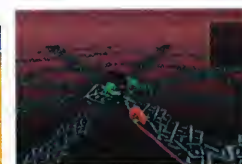
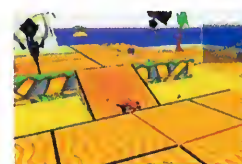
Dodge traffic with everybody's favourite slimy amphibian in this 3D remake of the classic.



Live Wire



Another old game gets rehashed. Gameplay's repetitive but the handbag house soundtracks lifts it a bit.



Mr Domino



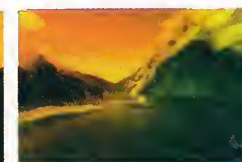
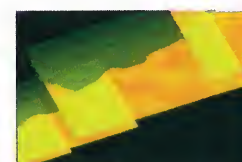
Oddball Jap puzzle game that will have your ripping your hair out. Addictive though.



Music



Not a game but a music making tool. 1000s of samples to patch together and great fun too.



Namco Museum Vol 1



Old games that look crap. And play alright. For a while, but then get drab. Understand?



Namco Museum Vol 2



For Christ's sake! Stop dredging up the deceased. Let them rest in peace. Again, a better volume two.



€ Namco Museum Vol 3 ☆

The further into the back catalogue you go the fewer classic games there are it seems. Why do they still churn these out? People obviously have rose tinted glasses when it comes to shite like this but after five minutes they're consigned to the bin. Stop it.



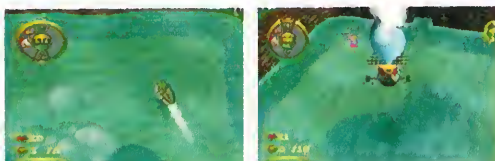
€ Namco Museum Vol 4 ☆

Jesus frigging wept. How many more of these games are we going to have to endure? I mean, if people wanted to play tired old games, they'd make an effort and buy a Spectrum from the charity shop for a fiver. And that includes games. Waste of money?



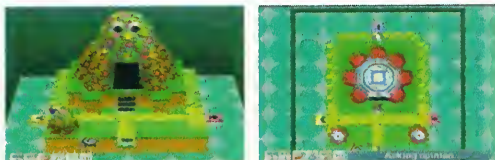
€ Overboard ☆

Ride the high seas in this bold attempt at something a little different. It just doesn't quite reach the mark.



€ Pet In TV ☆

Annoying Tamagotchi-style effort which will make your eyes burn with its psychedelic landscapes.



€ Pitball ☆

Who ever said that the majority of futuristic sports games are poorly realised bum fluff? Well this one proves their point in so many ways. Do anything else than play this game. And that includes walking on broken glass in bare feet. File under shit and leave.



€ Parappa the Rapper ☆☆☆

The most original game on the playstation that will make your Granny believe that Rap music can be quite catchy. The gameplay is basic, but the reamness of the game shines through. You you can even pick it up for under twenty quid . An ansolute must have bargain.



€ Poy Poy ☆☆☆

Recently beaten by the imaginatively named Poy Poy 2 as being the top multi-tap game for beer fueled night in with "der boyz." Pick up rocks and chuck them at your opposition 'til only one survives. Fun, yet limited and only worth buying at a slashed price.



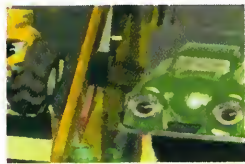
€ Poy Poy 2 ☆☆☆

You'll need a multi-tap to fully appreciate this quirky pain game, not for loners, but a multi-player miracle.



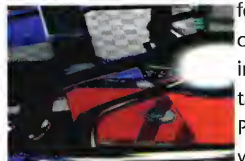
€ Pro Pinball: Big Race USA ☆

The latest unsurprisingly atrocious attempt at bringing the bar-room classic to the PlayStation. People need to learn that we want variety and that supplying us with just a single table simply isn't good enough. Apart from that it's standard fare anyway.



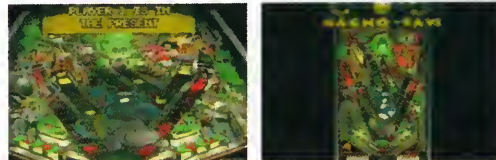
€ Pro Pinball: The Web ☆

Hey, one whole table for the price of 70 games of pinball in any pub in the country. Ever get that feeling that a games company has pushed a pipe into your bladder and is busy taking all the piss you have? Play this and you will know what I'm talking about.



€ Pro Pinball: Timeshock ☆☆☆

The whole Pro Pinball series has been slightly disappointing. This is the best of the three though.



€ Rampage World Tour ☆

An ancient arcade conversion based on the old B-Movies. Take control of a huge King Kong or Gorilla and smash down buildings and grab all the goodies before the others do. Frantic fun but it all gets a bit repetitive before too long. Be careful.



€ Rebel Assault 2 ☆

You can't usually go wrong with Star Wars but Rebel Assault 2 is a very poor game indeed.



€ Williams Arcade Hits ☆

They were arcade hits but now they're something that rhymes with it. This ridiculous excuse for a collection should be dealt a swift blow to the back of the head, dumped in a waste truck to be cremated and saved in an urn on the mantelpiece. Don't chuffin get it!



€ Rampage 2 ☆☆☆

A new spin on an ancient coin-op. After a few minutes it becomes clear that it's soooo repetitive. Despite a few chuckles, its the same old tired engine, offering absolutely nothing new. You've seen it all before, don't bother buying it again.



€ Riot ☆

Futuristic game in crap game shock horror. It's not a new story is it, and this game does nothing to change the age old story. It has no redeeming features and an overall drabness that will make old-time gamers hark to the days of SpeedBall 2.



€ Rosco McQueen ☆☆☆

Firefighting in the Towering Inferno whilst battling a range of robots in this enjoyable extinguish 'em-up.



€ Spice World ☆

Fun for alco-pop boppers. Contains interviews, dances and song remixing. Limited appeal though. Obviously.



€ Tilt! ☆☆☆

Surprisingly enjoyable pinball game which in itself is unusual. Good clean fun for all the family.



€ Trap Runner ☆☆☆

Top Idea! Run about, plant bombs – kill enemy. Unfortunatley, it gets very samey, very quickly.



€ True Pinball platinum ☆☆☆

You lot think that writing about games is a doss don't you. Well try talking about a shit load of equally bad pinball simulations and then see how it feels. It really is that tough! There is only one decent pinball game and that's Tilt. This one is just as bad as the rest.



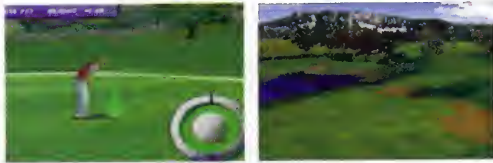
£ Treasures Of The Deep ☆☆☆

Eagerly anticipated underwater romp that never quite lived up to its undoubted aquatic potential.



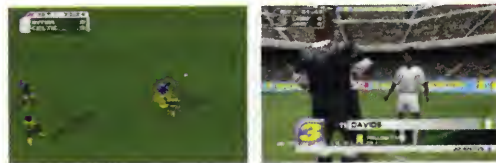
£ Actua Golf 3 ☆☆☆

Gremlin's latest club-swinger is far superior in both graphics and game options. The best of the three.



£ Actua Soccer 3 ☆☆☆

One of the best football games to appear on the PlayStation. Looks shit hot, plays like a dream.



£ Actua Ice Hockey ☆☆☆

The Actua Sports series expands into the world of American sports. Not as good as the NHL series.



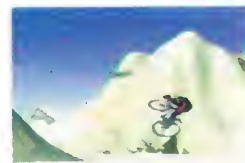
£ Actua Soccer: Club Edition ☆☆☆

Shocking rip-off that everybody should ignore. Identical in most respects to the original. Very poor.



£ 2xtreme ☆☆☆

Rubbish name for a rubbish game. It's easy to cash in on the penchant for extreme sports at the moment, so



make sure you're not one of the mad, unfortunate fools that falls for this trick. This comes from the pit of bad games. Send it back there and pass me the sick bag.

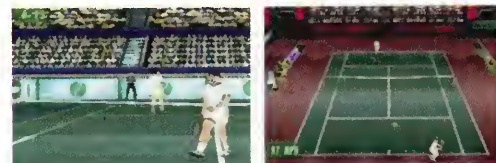
Actua Ice Hockey 2 ☆☆☆

Not as slick as NHL '99 but worth getting if you can get it cheaper than EA's effort. OK for a puck around.



£ Actua Tennis ☆☆☆

Another addition to the Actua series further swells Gremlin's sporting library. Average game though.



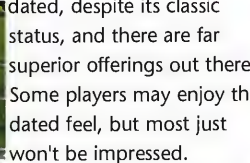
£ Actua Golf ☆☆☆

The original golf game had a few minor faults but still did the business, but it all looks very dated now.



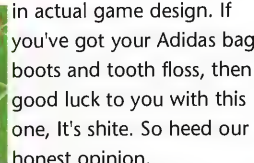
£ Actua Soccer platinum ☆☆☆

Twenty pounds may seem like a bargain, but be warned. This piece of football action is starting to look dated, despite its classic status, and there are far superior offerings out there. Some players may enjoy the dated feel, but most just won't be impressed.



£ Adidas Power Soccer ☆☆☆

Another big licence that pumps too much money into getting a household name, and not enough investment in actual game design. If you've got your Adidas bag, boots and tooth floss, then good luck to you with this one. It's shite. So heed our honest opinion.



£ Actua Golf 2 ☆☆☆

There is nothing new here that would warrant an upgrade from the original. Those of you who come



across this golf 'em-up going for a song will get what you paid for. You'd be better of hunting around for Actua golf 3, which at least has a new control system.

£ Actua Soccer 2 ☆☆☆

Looks extremely dated in comparison to what's below. Not really worth getting these days.



£ Adidas Power Soccer '97 ☆☆☆

Yet another pathetic footy offering from Psygnosis. Same boots, same game. Tsk.



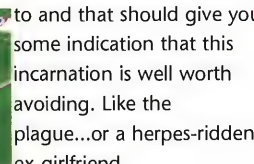
£ Adidas Power Soccer '98 ☆☆☆

The Power Soccer brand goes from strength to strength with yet another crap soccer sim.



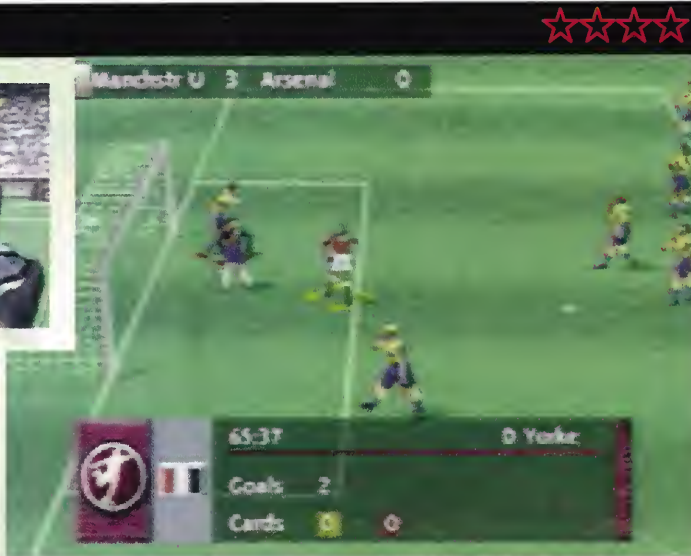
£ Adidas Power Soccer 2 ☆☆☆

An ever oh, so slight improvement on Adidas Power Soccer Bear in mind that the original was pretty bad to and that should give you some indication that this incarnation is well worth avoiding. Like the plague...or a herpes-ridden ex-girlfriend.



£ FIFA 99 ☆☆☆

Quality football game, possibly the best there is. An essential purchase for all footy fans. Away the lads.



€ All Star Soccer

An average footy game that doesn't take itself too seriously. But it's hated by most people who play it.



€ Cool Boarders

Playable but ultra short snowboarding game. It's trendy to get rad but the game never really gets there.



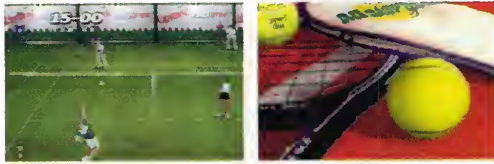
€ FA Manager

Well, what do you know, it's a good example of how not to do a footy management game. Avoid.



€ All Star Tennis

Novel features and eight-player gaming options make this an unusual tennis title. Worth a passing glance.



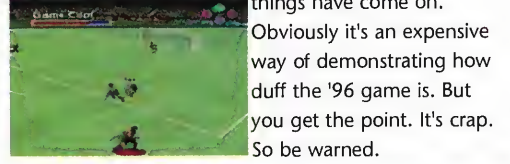
€ Cool Boarders 2

Improvement on the original offering more tracks, stunts and more adrenalin fuelled gameplay.



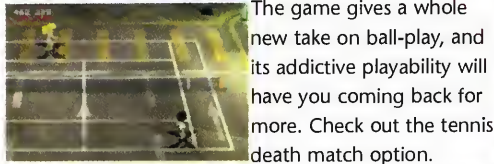
€ FIFA '96 platinum

Those of you who brag about how good FIFA '99 is should look back at this earlier effort and see exactly things have come on.



Anna Kournikova's S.C. Tennis

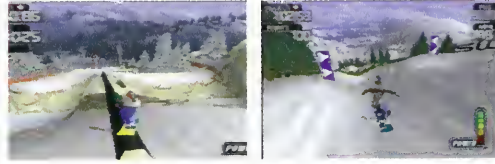
The best tennis game there is, with the bonus of featuring a hot Russian chick with a peachy arse.



The game gives a whole new take on ball-play, and its addictive playability will have you coming back for more. Check out the tennis death match option.

€ Cool Boarders 3

The best snowboarding game on the PlayStation, make no mistake. Be sure to own a copy of this game.



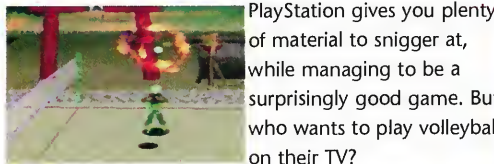
€ FIFA '97

Looking dated in comparison to RTWC. Average at just about everything. Avoid like the plague.



€ Beach Volley Heroes

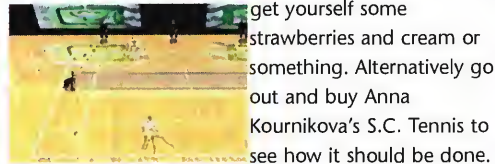
What a great excuse to make lots of gags about bouncing breasts. The only Volley ball game on the



PlayStation gives you plenty of material to snigger at, while managing to be a surprisingly good game. But who wants to play volleyball on their TV?

€ Davis Cup Tennis

A big licence tennis game that proves how wary you should be about big sponsorship games. Be patient and get yourself some strawberries and cream or something. Alternatively go out and buy Anna Kournikova's S.C. Tennis to see how it should be done.



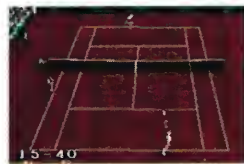
€ FIFA RTWC '98

Leaves all other FIFA releases in the shade. Contains all Premier league teams from around the world.



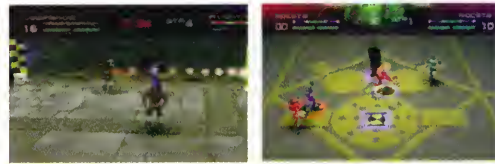
€ Break Point

You would think that creating a decent Tennis game would be a piece of piss, they've been around since the very first consoles after all. Well, no. Break point just goes to show you how wrong you'd be. Like watching a game on Wimbledon's court 12.



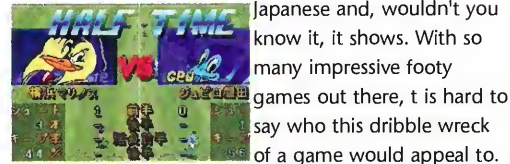
€ Dead Ball Zone

Futuristic football for those with savage intentions. Hits where it hurts for a nice break from the norm.



€ Goal Storm

This was one of the first football games that was available on the PlayStation. It was created by the Japanese and, wouldn't you know it, it shows. With so many impressive footy games out there, it is hard to say who this dribble wreck of a game would appeal to.



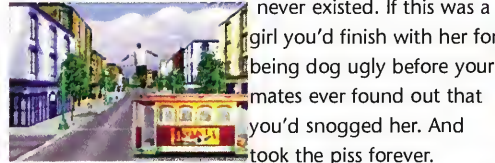
€ Brian Lara Cricket

Superb cricket game marred by a high quantity of bugs. Live with them though and you'll love it.



€ ESPN Extreme Sports

BMX racing amongst others in a truly poor sports game. The best thing to do is to pretend that this never existed. If this was a girl you'd finish with her for being dog ugly before your mates ever found out that you'd snogged her. And took the piss forever.



€ ISS Deluxe

A pretty bland footy affair which could have been better. But wasn't. So avoid it. Easy.



€ Chill

Bollocks snowboarding cash-in. Nice graphics but now where did the gameplay get to? Certainly not here.



€ Everybody's Golf

Wonderfully playable golf game that ditches crappy photorealism for playability. We love it.



€ ISS Pro platinum

Perhaps the most overrated football game ever. Check out the N64 version for how it should've been done.



Shoptalk

The Puntas Prowling the streets looking for rough trade.

Name: Matthew Elliot Meech.
Some people call me Bull!

Pro: Okay, we'll stick with Matt for now!
Occupation: Free-form performance artist.

Pro: Right then MATT! You know the drill.
What've you bought and why? Oh, and we love that collar!

Thanks, it's from PetsMart! Erm...I've just picket up Bust-A-Groove. Is it any good? Can you really express yourself fully?

Pro: Well... You get to disco-dance like a space alien... I'm sure you'll love it!

Is it Dual-Shock? Will it vibrate?
That would be top!

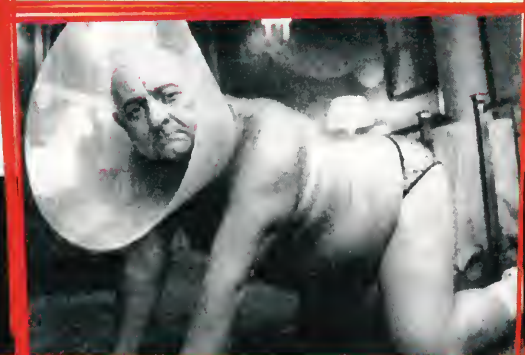
Pro: Moving on BRISKLY! What's
you're favourite game.

I don't play games. I'm always serious.

Pro: On the PlayStation. Please - I'm running
out of space!

I've got this really good one. My mum got it for
me. What was it called? It was Japanese.

Pro: Um Jammy Lammy?



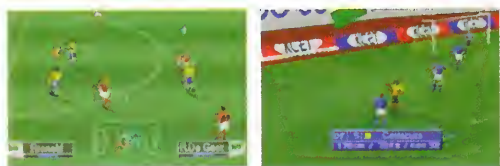
No. I remember! Lord Of Fist! Have you played it?
I'm top at that. I would go as far as to say I'm a
very dominant player.

Pro: See you mate! We're off.

ISS Pro '98



Vast improvement and perhaps the People's Choice.
Still doesn't come close to the N64 though. Simplistic.



Kick Off World



Playable enough but overtaken and overshadowed by
so many other football titles.



Madden NFL '98



Vastly improved graphics than the original. But the
gameplay remains largely similar.



Int. Track & Field platinum



The is still far and away one of the most playable and
addictive games you can play. The controls are a
doddle to work out (press a
button really quickly) and it
remains the best multi-tap
endurance tester you can
own. Almost as knacker
ing as the real thing. Almost.



Knockout Kings '99



Great atmosphere and great meaty sequences in this
pugilistic treat. Gonna box you ears son.



Madden '99



Largely similar graphics. Largely similar gameplay.
Added extras and a neater front end, but in truth all
but the most dyed-in-the-
wool fans of the series
would be just as well
served by saving some
money by picking up a
prequel on the cheap.



Jonah Lomu Rugby



Superb recreation of a tricky sport to convert. The best
rugby game on any format without doubt.



Libero Grande



You only control one player while the action happens
around you. Not as bad as it sounds - quite playable.



Michael Owen's WLS '99



You'd think that a game that shared Michael Owen's
mountain shattering charisma would be a lot worse
than this one actually turns
out to be. Thankfully, his
monotonous introduction is
the biggest low this top
game has. A good footy
effort you'll enjoy.



Kick Off '97



Tries a little too hard to be something special but ends
up being as dull as they come. Should be better.



Madden NFL '97



All the tactics and all the stats, but it looks dated when
compared to later versions. Good second-hand buy.



Nagano Winter Olympics



What a shame. This eagerly awaited frost-em-up turned
out to be a to be more of a lame sleet shower in Hull
than a tourist crumpling
avalanche in the Austrian
Alps. There are much better
winter sport games available
- such a shame you have to
be looking.



€ Namco European Soccer ★

A truly awful rendition of the sport that every Tom, Dick and Harry tries to render on the PlayStation. Some clever people have managed it, Namco haven't. More of a Torquay United struggling against relegation than a treble winning Manchester United kind of game.



€ NBA Jam TE ★★

This, on the other hand, is spot bollock on. Two-on-two action with the turbos fully charged and a fantastic cheesy commentary featuring every bazzy cliché and a few more besides. Additional power-ups make it a treat in either one or two-player modes.



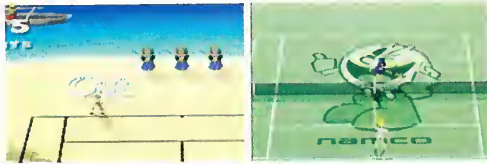
€ NHL '97 ★★

The NHL series stand out as the best ice hockey games. This early version looks old now though.



€ Namco Smash Court Tennis ★★

The most playable tennis game on the PSX and the most fun you can have with your clothes on. Probably.



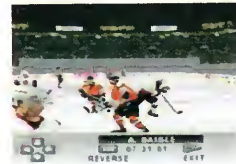
€ NBA Live '96 ★★

An extremely well received version of the net-ball impostor. It attempts to simulate the game far more than it's 'Jam counterpart but has been superseded by four years of superior updates. Just consider how embarrassing it would be to just have the old stats.



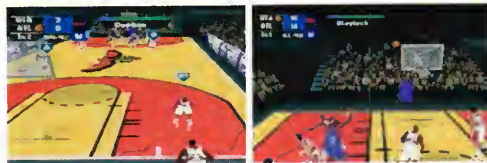
€ NHL '98 ★★

And with this game the sport known as Ice Hockey was brought to the PlayStation. And most satisfactorily too. It's a pity that the sport isn't as popular in this country. This one deserved to do well. At least until the superior '99 incarnation. Now '99 is out, this is pointless.



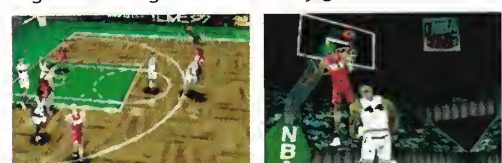
€ NBA Fastbreak '98 ★★

With so many bazzyball games clamouring for our dough, it takes a doozer to score. This ain't it.



€ NBA Live '97 ★★

Improved and updated with all the league players and a greater feeling of control. Really good effort.



€ NHL '99 ★★

Easily one of the most perfect sports games released on the PlayStation. Just about everything you could ever wish for. Realism, action and brutality in abundance, mixed in with top graphics and the best commentary heard in a sports game.



€ NBA Hangtime ★★

This one manages to do the job without any danger of producing an interesting game. It may interest those of you who like their American sports, which are of course just thinly disguised British schoolgirl's games. But only if it came free with a top game like Spice World.



€ NBA Live '99 ★★

The franchise had skipped a year without a sequel so this was more than inevitable. Doesn't add anything new to the series except update the players and provide us with a new front end. Faced with this at full price and the others at half, choose those.



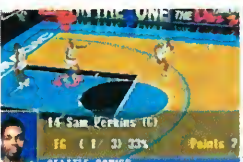
€ NFL Blitz ★★

The rules have been abolished and Blitz is out-and-out violence. Fantastic stuff all round.



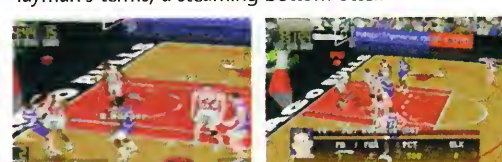
€ NBA In The Zone ★★

Tell you what - look at the star rating and skip to the next one, yeah? Hardly any of you will want a basketball game anyway but if you did, believe us, this is not the place to start your shopping. Look for the NBA Live series and you can't go far wrong.



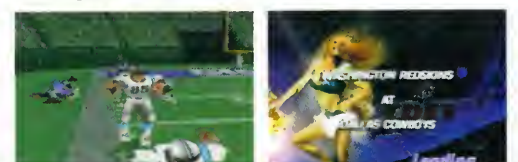
€ NBA Pro '98 ★

A tramp in the house of the lords and ladies. Or in layman's terms, a steaming bottom otter.



€ NFL Xtreme ★

Similar to Blitz but not quite as fun. The rules are still missing, but so is some of the gameplay.



€ NBA In The Zone 2 ★★

Cheers. Might as well tell you about the better of the two eh? Well it's like this - as basketball games go this is as good as you're likely to get. Depends on whether you like the fast arcade-y feel it has or prefer a more simulation-like experience. Okay?



€ NFL Gameday ★★

It's up there with the earlier Madden Football games but only manages to offer a slightly different perspective. It's no less offensive than the rest of the series, but it sure as buggery isn't any better, so you need to watch out before spending your money.



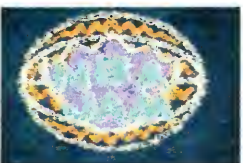
€ NHL Faceoff ★★

One of the better competitors to NHL. Still worthy of a play even today if you can find a copy.



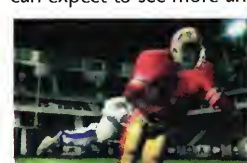
€ NBA Jam Extreme ★★

Playable enough in an uninspired way, but does a disservice to the great old NBA Jam franchise.



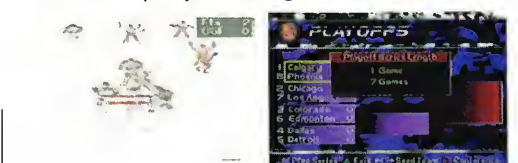
€ NFL QB Club '96 ★★

Thanks to the huge demand of American Football, we can expect to see more and more of these piss average games. If only people refused to buy the naff ones, then the publishers would be forced to release only good games. Simple eh? Nah, it'll never catch on.



€ NHL Faceoff '97 ★

This sequel was a real disappointment when you consider the quality of the original. Steer clear.



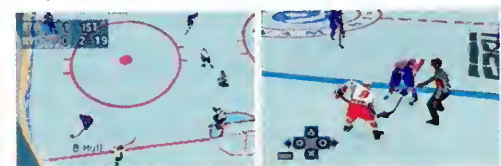
€ NHL Faceoff '98 ★★

Of the three Faceoff games this is the second best and is infinitely better than the above. It's still a long way from being an excellent game though. It does tend to offer a slightly different gameplay option to stuff like NHL 99, but that isn't necessarily a good thing.



€ NHL Powerplay Hockey ★★

Looks mint but the depth of some of the other sims is sadly lacking. Room for it somewhere though.



€ NHL Powerplay '98 ★★

This NHL puck-fest shares the same fate as its predecessor, it looks like a good hockey game but for so many reasons, isn't. Oh dear. Another title for the long list of games that's just about worth stooping over a bargain bucket for. But barely



€ Olympic Games ★★

Finger numbing Track and Field style games like this have always been popular. This poor example doesn't really help the cause though. Not worth spraining your forefinger for and doubtless they'll be a Sydney version in the near future to pay for.



€ Olympic Soccer ★★

One of the early attempts with a rather silly license. Back in it's day it played like a dream, but now it's getting a little old in the tooth. Still plays a good game of footy although the programmers have progressed to the likes of World League Soccer.



€ Onside Soccer ★★

This wasn't the best football game when it came out all that time ago, which shows just how bad the competition must have been. It's now been totally eclipsed by the latest FIFA and Actua games. Don't bother because you'll be wasting your time.



€ Open Ice ★★

Comparatively poor attempt at capturing the speed and brutality of the sport.



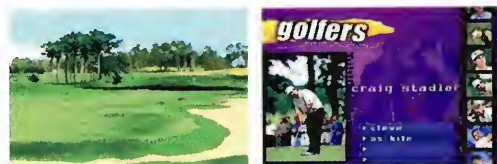
€ PGA Tour '96 ★★

Competent but uninspired golf game featuring only the most famous, as the left screenshot demonstrates.



€ PGA Tour '97 platinum ★★

All the Tour players and a couple of the courses. Slightly altered gameplay in terms of shot-taking.



€ PGA Tour Golf '98 ★★

An update for the sake of it, but one which managed to go a little further in terms of graphics and – for want of a better word – “atmosphere” of the game. Not worth paying double what you'd pay for '96 or '97 though. See also Tiger Woods, the '99 sequel.



€ Phat Air Snowboarding ★★

Bandwagon-jumper with a few nice touches which fail to increase longevity beyond minutes.



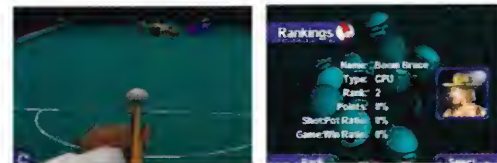
€ Player Manager ★★

The Mark Lawrenson of footy management games. Er, he was a shit manager, in case you're wondering.



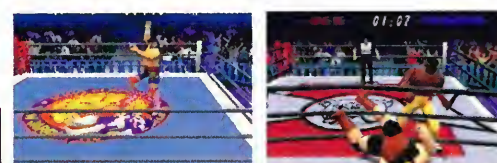
€ Pool Shark ★★

Novel game if only because the rarity of its subject matter. Far from bad, but fairly workmanlike.



€ Power Move Pro Wrestling ★★

A slightly above average wrestling fest with a few neat touches. No-one's first choice.



€ Premier Manager '98 ★★

Plenty of stats but not much excitement in this just-above par management game.



€ Premier Manager '99 ★★

Unnecessary sequel to the above which does well to provide a complex and involving experience given the the PlayStation's limitations when it comes to memory/stats-hungry software. Improved presentation could have made it even better.



€ Puma Street Soccer ★★

From the chaps who make pumps. Four-a-side “action” for rich kids with no mates. Pretty awful.



€ Rushdown ★★

Three extreme sports in one great package, a marketing man might have said. He'd have lied...



€ Sampras Ext. Tennis ★★

That'll be Tennis with hand grenades then. A brave attempt to stop Smash Tennis being the best tennis games there is. It was a close competition, but both have been overtaken by Anna Kournikova's offering which shows them both how it should be done.



€ Sensible Soccer ★★

Don't be fooled by the fact it looks shite. It plays even worse. The crappiest football game available, really.



€ Slam 'n' Jam '96 ★★

Look at the age of the poor thing. It tries so, so hard to be acceptable but fails pathetically. A bit like an really old, smelly springer spaniel that you ought to take down to the vet's and get put down immediately. Then get a hamster instead, cos they're cute and cheap





shouts

Can anyone beat my top score at Brian Lara Cricket? Playing as England Vs the Aust. on village level, I scored 1187 all out with Butche getting 345 and Atherton getting 238 and Knight 225 and Steward getting 103 and Hick getting 91 at Lords. Tel: 01704 892980 (and brag that you've beaten the f**cker I guess! -Pro)

I played Resident Evil 2 yesterday to complete it in about 6 hours. It's the best game ever. Syphon Filter just gets crapped on. The zombies, the blood just what more can you possibly ask for (tits? arse? Manga porn? -Pro) Buy NOW you nut. By the way, any cheats needed call 0151 307 1517 (ask for Adam Hogan)

Cheats! Simply send a memory card £2.00 and a SAE and it will be returned to you full of cheats for all the top games EG Metal Gear Solid, Tekken 3 ETC. Brian Oshaughnessy 37 Holly Crescent Sacriston Co Durham DH7 GPS

I'm looking for NES, SNES & Games for both. I won't pay rip off prices. I mainly want Final Fantasy games & Zelda too, I also want Alan Partridge videos I'll sell my Jap DreamCast for £30 (cheap!) (Stupid! -Pro) for it ring 0891 505050 after 7pm

I'll swap my Gran Turismo for your WWF Warzone or WWF Attitude. 01707 896593 ask for Jonny DO NOT PHONE ON 10TH JULY TO THE 17th JULY! (We don't know why - he didn't say. Sounds criminal - Pro.)

Will swap my Heart Of Darkness for Brian Lara Cricket or FIFA '99 or WWF Warzone and Worms for Brian

Lara Cricket or my Worms (Tee Hee! -Pro) or Michael Owens '99 for NHL '99 or NFL Nlitz. Adam Pearson 01707 894205

It's simple, I want WCW Thunder, WCW Vs the World and WWF in your House (because they're so goooooo! - Pro) Would swap for Destruction Derby 1 and 2. MK Trilogy, Abes's Oddyssey or All Star tennis '99. No copied games. James Palmer. 56 Willis Rd, Kinswood, Bristol, BS15 4SS.

I would like either Premier Manager '99 or Player Manager. Will give Premier Manager '98 or Formula 1. I will take old football games off you for £5 or £10 depends how old it is. Miss Bea is a don. (Oh you hip dude with your fancy London slang -Pro.) Stephen Cheyne 51 East Dulwich Grove London SE22 8PR

Anybody wanna buy Casper, Wing Commander 3, Res Evil 2 for £5-10? Phone 0121354-3746 ask for Mike or write to Spike 348 Kings Road, Kingstanding B'ham England B44 0UL (If phoning hrs between 5:00pm - 10:00pm 7 days a week).

O!! DANIEL THOMAS, YOU HOOOFING GREAT BIG BERK! WHY DID YOU SEND IN A BLANK SHOUT FORM? What do you hope to achieve by this blunder? Are you happy? Huh - MR Thomas? Making Pro open your envelope only to be shown a blank page? What do you hope to achieve? Well, you're Not laughing anymore are you. YOU BIG NONCE!

My friend Dan is a big-headed gay (surely you mean incestuous? - Pro) twat. He picks his arse and wanks over his sister when she's having a bath. Not a pleasant sight at the best of times. He even smells his sister's bras and knickers. Call him on 01*53 7*3*** (Like we would do that, Mr Joe Meome, if that is your real name - Pro) and take the piss badly.

Hi, my name is Duncan Ellis and I would like to say that I am not a pervert but I just like staring at Tiz Fizz and Tez (What? You like gawping at penny sweets? YOU PERVERT! - Pro) who have the most sexy bodies (My God! It's worse that we thought! PERVY PERVY PERV PERV! - Pro). I am ready girls.

Games for sale. Street Skater £14, Marvel Super Heroes £8, NHL 99 £14. (Great mag). Also any girl aged 14-16 who owns a PSX who is single (why not get in contact with Dan's sister, see above - Pro) Send me a Photo and letter! Phone Scott on 01299 825576 (weekends only)

Dear Mrs Bea (Hey bud, she ain't married. WOOF! - Pro) I'm in desperate need of cheats for Premiere Manager (Oh Gareth, this is shouts - not Relief with Miss Bea. Never mind eh. -Pro) '98. Please, Please, Please could you send me anything you've got that may be a help? PS can I have a signed photo? (NO, you'll only use it for self abuse and go blind, then you won't be able to read our ream mag! -Pro.)

In issue 36 I would like to know if you could get the girl on page 116 (you mean Luci Oldfield -Pro) to send me a photo or write to me a letter because she is beautiful. Can you do that for me Pro? Cheers. (Oh yes, the letter is in the post. Oh yes it is! -Pro)

Anyone with WWF Attitude for PSX want to discuss finishing moves or created players E-Mail me at Grange316@yahoo.com or anyone else wanna chat about the PlayStation you can E-Mail me too. Richard Grange.

All my bitches better learn - Whoo-Ha Hoo-Ha! Flip-Mode squad flaking out on all your bad selves. Shimmy on over and get freaky with the bad mosh. oh, and put yo hands where my eyes can see. Ect. Ect. Ect. -Busta Rhymes.

Send to: Shouts, PlayStation Pro, FREEPOST SK3038, Media House, Adlington Park, Macclesfield, SK10 4YE.

One word per box only

Name:

Address:

Tel no (if for publication):

How often do you buy PlayStation Pro? (every issue; most issues, occasionally)

Are you old? How old, exactly?

How many games do you own? How many imports?

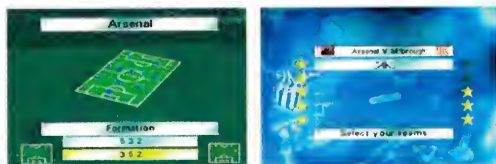
£ Snow Racer '98

The fastest mountain racer on the PlayStation and a worthy addition for phat boys all over.



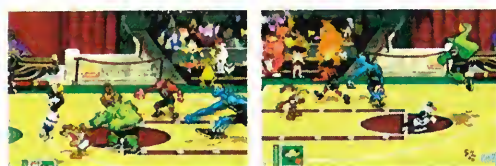
£ Soccer '97

Updated version of Olympic Soccer with league teams. Looks good and plays well.



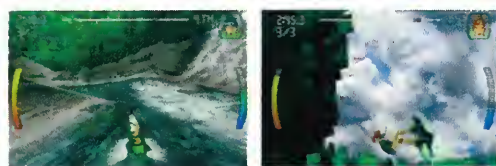
£ Space Jam

Basketball-cartoon combo with a movie tie-in. Go on, try and have a worse idea, we challenge you.



£ Streak

Snowboarding without the snow on a board Michael J. Fox would have been jealous of. Fun but limited.



£ Street Skater

Surprisingly rad boarding game which calls for your funk with all manner of street furniture. No substitute for Cool Boarders 3, and it looks worse than Chris Evans in drag, but the easy to grip gameplay is near perfect for some post piss-up entertainment



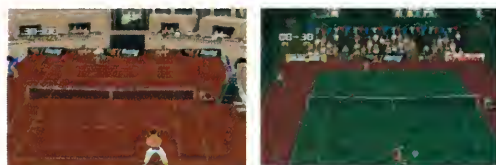
£ Striker '96

Look at the age of this for Christ's sake. It may have been one of the first Football games to impress, but will only be of interest to compulsive bargain shoppers and retro gamers. The Andy Gray commentary is grating now too. Turn down the volume.



£ Tennis Arena

Realistic movement and all-round unpolished competence. An acquired taste and a second choice.



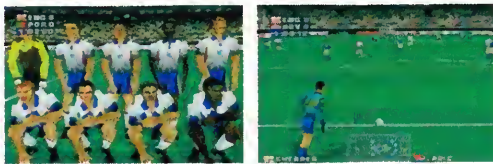
£ Ten Pin Alley

The fun with bowling of this variety is the amount of beer you can consume between shots. Which kind of has an effect on the rest of the evening. But, like a Stephen King horror story, this makes the transition to screen very badly. Not a bad arse on her though.



£ Three Lions

Talk about football coming home. This average effort should have stayed there.



£ Tiger Woods '99

Or PGA Tour '99 if you like. Not totally rank, but look under P for a better, reasonably priced alternative.



£ Total NBA '96

A fair bit of hangtime is available here. It's getting to the end of its life though and there are now better basketball games out there. Another case of "worth a bargain buy" really. Not worth any real money. In fact, you'd probably get it for around 50 seashells.



£ Total NBA '97

What? WHAT? Go away. Read the next one. It's identical. Honest!



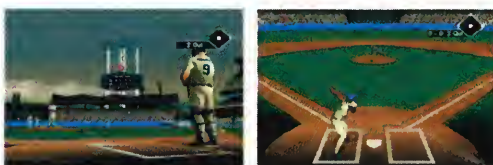
£ Total NBA '98

The second in the series improved on the first in terms of gameplay but not graphics, and this improves the graphics while the gameplay remains largely the same. The best of the "Total" bunch. It sounds good too, and is in fact well worth checking out.



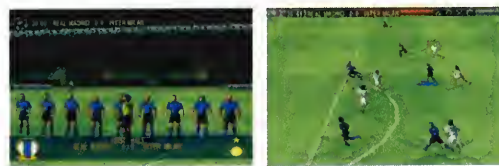
£ Triple Play 2000

Top Baseball action that will please fans and American toss game haters alike. Hey! Swing bada-bada SWING!



£ UEFA Champions League

A fine footy fiesta focussing on the world's top club competition, including every classic team ever involved



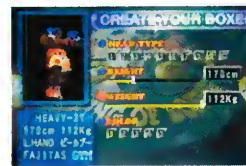
£ V Tennis

Sub-standard arse-icle. A 40 nicker space filler in your CD rack. What's he doing down there, the freak?



£ Victory Boxing

Build up your boxers face pummeling skills then let him loose in the ring. You can't fight any real life virtual fighters (does that make sense?) and it has been bettered by it's sequel. There are better pugilistic games in the stores so get them instead.



£ Victory Boxing 2

More involved than the first. Take your fighter through the ranks. Mostly the same game though.



£ Virtual Golf

This just goes to show you how badly old simulations age. There are fresher, faster and generally much groovier reproductions of the sport. If you want to spoil a decent walk in the country with a game of golf this is not the way. Don't say we didn't warn you.



£ Virtual Pool

The risk of a battering off Nobby the Nails down the pub is worth taking if you're in with a chance of getting on the table. Ultimately, it's cheaper than the battering your wallet'll take and at least you'll get an enjoyable game. Tell him no face hits though.



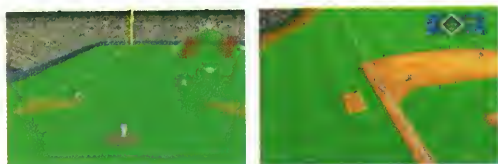
£ VMX Racing

Like BMX, only without the licence. Or gameplay. Oh, and with engines. So nothing like it then.



VR Baseball

Stunning graphics and a welter of options, but the PSX teams are so shit hot you'll never want to...



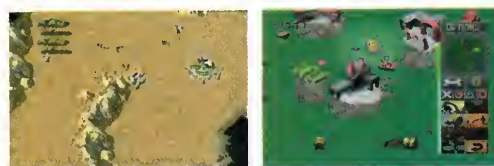
World League Soccer

This is what they called it before Mikey Owen came on board. See M for details and make your choice!



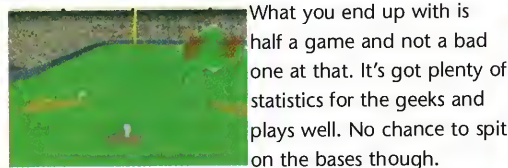
C&C platinum

One of the classic videogames of all time. Started a sub-genre all of its own that's still going strong.



VR Baseball '99

No one wants to pitch do they? You can't beat the feel of a three foot piece of wood in your hands.



What you end up with is half a game and not a bad one at that. It's got plenty of statistics for the geeks and plays well. No chance to spit on the bases though.

WWF Warzone

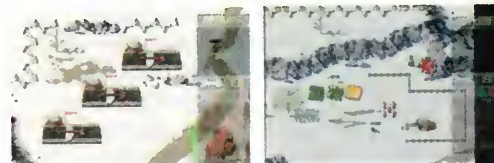
Well officer it was like this. There I was, doing my best to present the acceptable face of the undeniably



professional sport from which I earn a living, when this trunky bastard twatted me with a folding chair! Good game this - one of the best wrestlers around.

C&C: Red Alert

The second installment of C&C is a huge improvement with more action and strategy than ever before



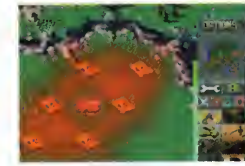
WCW vs the World

The truth is that these games are so much alike. This is a better example of the genre though.



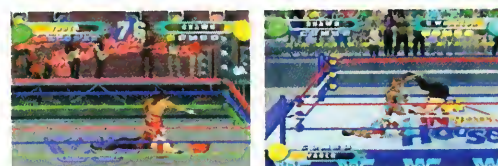
C&C Retaliation

Despite this being the best C&C incarnation to date, the originality has disappeared. It's extremely difficult to play and you will need to be a hardened Command & Conqueror already to prevent you getting mightily hacked off with the thing.



WWF In Your House

Where as this is an atrocious one. And where's Big Daddy? What do you mean he's dead?



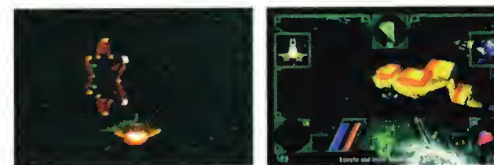
AIV Evolution Global

At last, the chance to build a train set on your PSX. Start as a small operator and gradually build yourself up to Richard Branson proportions. It's all done in a Sim City style that will have strategists and trainspotters soiling their Y-fronts for weeks. Nice.



Darklight Conflict

Below average spacey strategy game that you'll probably have difficulty getting hold of anymore.



WWF Wrestlemania

Good enough fun if you enjoy taking the piss out of this so-called "sport." There are plenty of moves which are let down by some fiddly controls. Not the best of the many wrestling games around. But lets face it, there all a bit shit really, aren't they?



Allied General

Hexagon based wargame with leanings towards strategy classics like Risk. Bit of a blandster though.



Dark Omen

If you like going into Games Workshop then this is definitely for you. Orcs galore here.



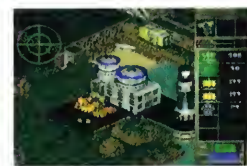
World Cup '98

The licensed follow-up to Road to World Cup. And game which is very well done indeed without giving too many new features. A different style from the recognised brands such as FIFA and Actua, and worth a look for those who own a couple of the above.



Bedlam

Syndicate Wars of sorts for beginners. Oh, and for people who don't like games as good as Syndicate Wars too. Let that be a warning for you. Over simplistic, garish looking and ultimately not worth the money you'll end up paying for it.



Defcon 5

This one's all about being strategic in three whole dimensions. Wow. There is nothing here that will persuade arcade fans that deep thought is the way to go. There's even less to make hard core thinkers load it up to make their brains glow. Boring



World Cup Golf

The ever popular golf simulation genre should hang it's head in shame. World Cup Golf is it's darkest hour. In fact, they should all get together and club this bollocks to death with some nine irons. Now that would be an interesting game to play. This isn't.



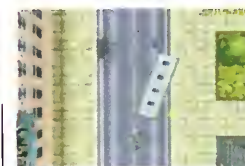
Carnage Heart

People seem to think fighting robots are a good idea. Just look at Robot Wars, that's equally as poor as this.



Grand Theft Auto

It had the conservative press up in arms, which by itself has got to make it worth a look. You drive, steal cars, do jobs for the mafia, kill innocent bystanders by accident, or for kicks, and generally do all the bad stuff that goes with being an original wide boy.



€ KKND Krossfire ☆☆☆

Despite the obvious C&C look this isn't really too much of strategy affair. It's more of a ballsy future fight



for survival, with the winner getting to bugger mutant mongrel marines carrying very large sticks indeed. Promising enough, but could have been better.

€ Lemmings ☆☆☆

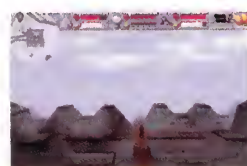
One of the classic puzzle games that cost a generation many, many hours of worthwhile activity. Saving the



green-haired rodents became an obsession and now you can play it all again. Plus Oh no! More Lemmings is chucked in for free as well. Bargain!

€ Magic Carpet ☆☆☆

The chance to play the PC hit that featured so heavily in Neighbours. What a treat. Fly a carpet around



mystical kingdoms in this very strange blend of action and strategy. A fair game that seems a bit on the ancient side itself. Curly toed slippers are optional.

€ Monopoly ☆☆☆

All the fun of hunting round the attic for a battered old box, only to find that a few pieces are missing



including the little scotty dog that everyone wants to use. Well there's no cute pooch but everything else is faithfully reproduced. Pointless. And very shit.

€ Panzer General ☆☆☆

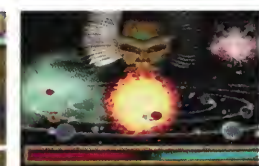
Take control of Ernst Rommel as he attempts to blitzkrieg his way across western europe. The screams



of pain and smell of burning flesh are removed giving you a view of the "battle" from a nice, clean map. Crappy graphics and a boring game. Avoid.

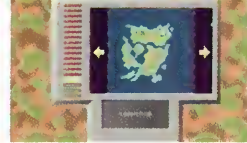
€ Populous: The Beginning ☆☆☆

Another great PC game wends its way onto the PlayStation and rather good it is too. Recommended.



€ Return Fire ☆☆☆

These strategy games that pride themselves on heavy detail rather than sexy graphics are only shooting



themselves in the foot. What's the point of recreating it on the PSX if it isn't going to have any visual qualities whatsoever? Best left to the blind.

€ Risk ☆☆☆

Another pointless conversion of a boardgame. Half the fun of these games is sitting around a piece of card



and arguing over plastic soldiers. Why bother putting in on your telly? Maybe you need the floor space, or maybe you are just very silly. Get a life, and leave this alone.

€ Sim City 2000 ☆☆☆

Planning and building a city can be fun. No really, it can. Designate zones for commercial or industrial



growth and watch your city grow. There's more to it than that and you will either get highly addicted or never play it again. But definitely worth a look.

€ Space Hulk ☆☆☆

It's sub-headed Vengeance of the Blood Angels, which will make a great deal of scene to some of you.



For those of us who don't spend every spare hour hovering around Games Workshop stores, there is little to recommend about this man vs. alien thinker.

€ Syndicate Wars ☆☆☆

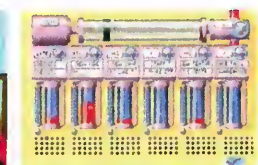
Guide you team of blood thirsty androids around a big, dark and rainy city. It's got some kick ass



weaponry and some cool missions, all done in a Bladerunner style setting. It's beginning to look a bit old hat now, but is still a classic strategy title

€ Theme Park ☆☆☆

Alton Towers 'em -up. Watch out for people chucking up all over the show and make sure you clean it up!



€ Theme Hospital ☆☆☆

If your one of those people who chortles at the sound of a fart, then this NHS'em-up will be the one for you.



It's all about making money by treating as many puking patients as possible. make a mistake and vomit will flood the corridors. Quirky health care fun.

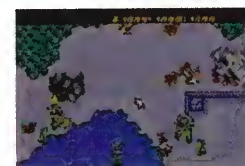
€ Transport Tycoon ☆☆☆

Absorbing light rail network 'em-up that will have you hooked, especially if you've got spotter tendencies



€ Warcraft 2 ☆☆☆

Easily playable Command and Conquer-like that offers more hours play than a bucket of Viagra.



€ Wargames ☆☆☆

Fairly standard effort that offers little longevity in one-player mode thanks to a bland interface and



unremarkable graphics. Redeems itself in two-player though where the blast-fests are a good crack for short periods of time when pissed with your mates.

€ Warhammer ☆☆☆

But then so is crapping in someone's letterbox. Oh sorry, we're onto something else now. Er, very nice.



€ Warzone 2100 ☆☆☆

The best looking and most detailed Real Time Strategy game there is. Accept no substitute, this is the best.



This top quality, hi-res 3-D carnage is as far away from C&C as Richard and Judy is from hardcore Dutch porn. It's tough, it's addictive, it's brutal. Charge!

€ Worms platinum ☆☆☆

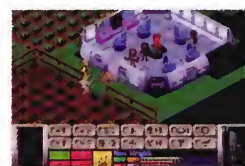
Pit worm against worm in this unusual game of pink and wrinkly combat. It's the best multi-player game



available and does not even need a Multi-tap. The graphics are terrible, but this just goes to show you that quality playability will always shine through.

€ X-Com: Enemy Unknown ☆☆☆

Take on the alien menace in this turn based bug hunt. First you get to shoot down their ships, then hunt the



crash site for the little critters. Nick their technology and dissect their bodies to build bigger and better weapons. Atmospheric and even scary.

€ X-Com: Terror From The Deep ☆☆☆

The sequel to the excellent UFO. This time the invaders are hiding in the oceans. Somebody call StingRay!



The difficulty has been cranked up to "no-way" and owning a mouse would really make things a lot easier. Want to swim? get this. Want to stay dry? Get UFO.

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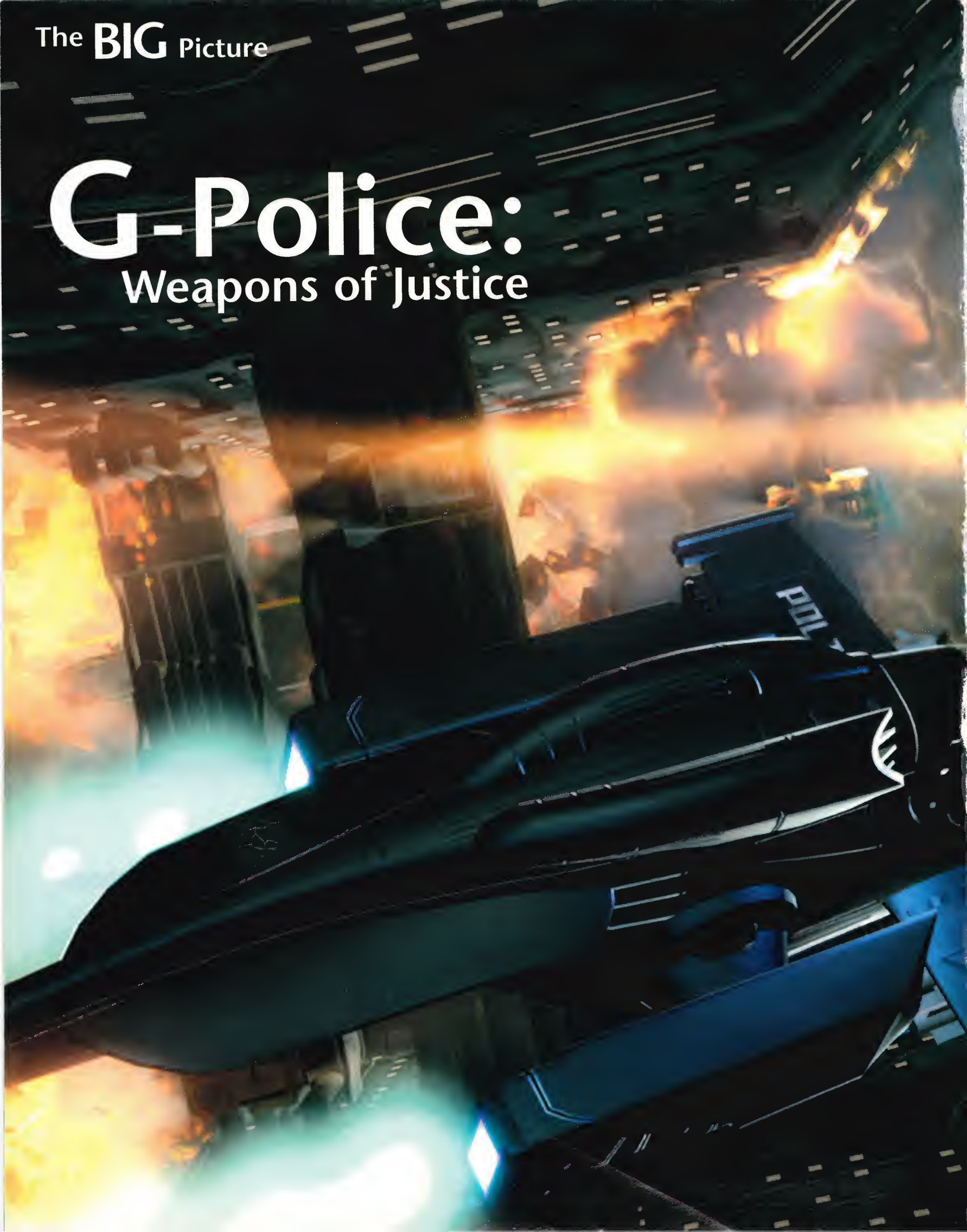
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Telephone 01279 321 321 or buy on the spot at one
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0% APR if the balance is paid
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£12 to Fix or £30 to Fix or Configure.
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OPEN 9.30AM TO 8PM (MON-SAT)
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